



‡ TIMING ‡

Four - ⑩ - Min Run Qtrs

‡ CLOCK STOPS ‡

Last ② - Min : ②ND Half : ⑩ Pts/Less

‡ TIME-OUTS ‡

④ Per Game

⌚ OVERTIME

③ Min-Run : Stop Last Min

① Add'l Time-Out



‡ FOULS ‡

⑤ Personal

‡ BONUS ‡

⑩th Team Foul : ②-Shots

‡ FREE-THROWS ‡

NFHS Rules Apply

‡ T's & FLAGRANTS ‡

Apply NFHS

Player sits ②-Min



‡ FORFEITS ‡

④ Player Min : Clock Starts

②-pt penalty per min

Forfeit after ①st Qtr

‡ FYI ‡

Dunking is permitted

‡ GAME FEES ‡

Collected before each game

‡ PLAYER ELIGIBILITY ‡

Allow SK's & city admin to decide.