

## ⚡ TIMING ⚡



- ⑳-Min Run Halves
- ③①-Sec Shot Clock

## ⚡ CLOCK STOPS ⚡

- 1 During all Free Throws
- 2 ①st Half ▶ Last :③①-Sec
- 3 ②nd Half ▶ Last :②-Min

## ⚡ TIME-OUTS ⚡

NFHS Rules

- ③ Full : Two :③① Sec



## OVERTIME

- ③-Min : Last Min =Stop Clock

## ⚡ FOULS & BONUS ⚡



- ⑤ Personal
- ⑦ Bonus : ①-for-②
- No double Bonus

## ⚡ FREE-THROWS ⚡ & SHOOTING FOULS

- ②-Pt Attempt ▶ Successful  
"And-1" ▶ Player Awarded ③-Pts ▶ No F/T's
- ②-Pt Attempt ▶ Unsuccessful  
▶ Player Shoot ① for ②  
▶ One Made F/T = -②- Points
- ③- Pt Successful Field Goal : "And-1"  
▶ Player Awarded ④-Pts : No F/T's
- ③-Pt Unsuccessful Field Goal  
▶ ② Free Throws  
▶ Made F/T №1 : -②- Points  
▶ Made F/T № 2 : -①- Point

## ⚡ DUNKING ⚡

- ▶ Before or after a game is prohibited.
- ▶ No hanging/pulling on the rim
- ▶ **Exception** : If a player is directly under the dunker to avoid injury and a safe landing.

## ⚡ TECHNICALS ⚡



- ▶ Profanity is a T
- ▶ Players sit ③ or ⑤ Min based on the infraction.
- ▶ SK will notify player of applicable penalty.
- ▶ T's are \$\$ fine for players : Be sure you are clear of any verbiage.

## ⚡ FLAGRANTS & CONDUCT ⚡

- ▶ **Flagrant Fouls** : NFHS Rules Apply
- ▶ **Conduct** : If ejected players fail to leave in a timely manner, the league MGR must state the player has ③-Min to depart.
- ▶ The league MGR then has the burden of running the clock, and is instructed to use this warning w/discernment based on the players attitude.

## ⚡ GAME FEES ⚡

Collected by the SK