



Standard KSHAA rules apply except for the following:

LENGTH OF GAME: • 20 minute running clock, clock stops on every dead ball last 4 minutes of second half unless point differential is 15+

Any game where the point differential is 15+ with 2 minutes or under will be called.

OVERTIME:

- 2 minute stop clock for 1st and 2nd overtime and 1 minute for any additional overtime.
- One 45 second timeout per overtime, no carryovers from regulation or between overtimes.

HALF TIME/WARM UP TIME:

- Halftime will last 2-3 minutes depending on scheduled game time.
- Pre-game warm up will last 3-5 minutes depending on scheduled game time.
- Times may get adjusted to keep schedule throughout the day.

TIMEOUTS:

- Four 45 second timeouts per game. No limit per half.

FOULS/FREE THROWS:

- 1 and 1 on 7th foul, NO DOUBLE BONUS.
- Double Bonus at 10th Foul
- Free throws played on the release.
- 5 fouls per player. PLAYING ON MULTIPLE TEAMS:
- Players CAN play on multiple teams IF the teams are in different divisions

MISCELLANEOUS:

- Facilities open 30 minutes prior to first game.
- Full high school rules for zones, presses, etc. No restrictions.
- Coaches may stand unless they receive a technical foul.
- If ejected, that coach or p layer will NOT be allowed to participate in the next game.
- Technical fouls result in 2 FTs plus ball.
- First team listed or on top of schedule is Home team and will wear light jersey.

TIE BREAKER:

1. Head to Head
2. Point Differential (15 Max) with all games counting to determine places.
3. Fewest Pts allowed (if point differential is a tie)