

# 2011 SPRING FLING

# GAME RULES

17-MINUTE HALVES - RUNNING CLOCK—  
CLOCK STOPS FOR: TIMEOUTS; ALL FREETHROW ATTEMPTS; LAST TWO MINUTES OF EACH HALF (IF ONE TEAM HAS A 15-POINT LEAD OR MORE IN THE SECOND HALF, THE CLOCK WILL RUN THE FINAL TWO MINUTES)

-2 TIMEOUTS PER HALF (1 30 & 1 60) - NOT CUMULATIVE

-OVERTIME: FIRST TEAM TO FIVE POINTS/NO CLOCK (INDIVIDUAL & TEAM FOULS STAY THE SAME. ONE 30-SECOND TIMEOUT IS ALLOWED PER TEAM.

-HALFTIME IS FIVE MINUTES

-SUBSTITUTES MUST REPORT TO THE SCORER AND MAY NOT ENTER THE GAME UNTIL MOTIONED ONTO THE COURT BY AN OFFICIAL

-TEAM RUNNING SCORE, TEAM FOULS, INDIVIDUAL FOULS, TIMEOUTS, AND POSSESSION ARE THE ONLY STATS KEPT  
-GAMES WILL START ON THE HOUR / WARM-UP TIME AND HALFTIME WILL BE DETERMINED BY GAME TIME

\*\*\*LATE TEAMS & FORFEITS: IF A TEAM IS LATE (UP TO 25 MINUTES), IT IS IMPORTANT THAT A GAME IS PLAYED REGARDLESS. HALFTIME AND PRE-GAME WILL BE CUT TO 1 MINUTE (AND IN THE NEXT GAMES AS WELL IF NEEDED). ACTUAL PLAYING TIME SHOULD NOT BE CUT IF AT ALL POSSIBLE.

**\*\*THE GYM SUPERVISOR WILL MAKE THIS DECISION AFTER CONSULTING WITH BOTH COACHES.**