

ATTENTION SCORERS & TIMEKEEPERS

1. No eating is allowed at the official scorer's table.
2. No use of any electronic device is allowed at the scorer's table including cell phones.
3. Security of the official game ball(s) is the responsibility of the official timer.
4. Only the official scorer and timer are allowed to sit at the scorer's table.
5. No one except players participating in the current game (including staff, referees, etc.) should be allowed on the court in between or during quarters, halftime, or time-outs.

Game Logistics

Game Times:

3 rd Grade	6-minute quarters	3-minute overtime
4 th , 5 th , 6 th Grades	7-minute quarters	3-minute overtime
7 th , 8 th , 9 th , 10 th , 11 th , 12 th Grades	8-minute quarters	3-minute overtime

Ball Specifications:

3 rd , 4 th , 5 th , 6 th Grades:	28.5 women's ball
7 th , 8 th , 9 th , 10 th , 11 th , 12 th grades	29.5 men's ball

Time-Outs:

- (3) Full per game
- (2) 30 second per game

Running Clock Rule:

Running clock begins in the 3rd or 4th quarters when a lead reaches 30 or more points. The clock will not stop again until the trailing team reduces the lead to 20 points or less.

No Press Rule:

At the time a 3rd or 4th grade winning team gains a lead of 20 or more points during the second half of a game, they must play defense behind the half-court line. A team's first offense will result in a warning. Any team's second or subsequent offense will result in a 2-shot administrative technical foul.

At the time a 5th, 6th, 7th, 8th, 9th, 10th, 11th, or 12th grade winning team gains a lead of 30 or more points during the second half of a game, they must play defense behind the half court line. A team's first offense will result in a warning. Any

team's second or subsequent offense will result in a 2-shot administrative technical foul.