



RULEBOOK

Governing Rules

- Following WIAA Rules and Regulations

Game Time & Format

- **Game length: Two (20) minute halves for high school, Two (18) minute halves for middle school games & below**
- Shot Clock: 30 seconds for 8th through 12th grade games
- **Halftime duration: 2 minutes**
- Warm-up time before games: 5 minutes or time available until tip off
- **Overtime rules: 2 minutes 1st overtime, 2nd overtime is sudden death**

Timeouts

- Number of timeouts per game: **3 full timeouts**; Timeouts carry over each half
- 1 extra Timeout for OT

Fouls

- **Team fouls per half: Double bonus at 7**
- **Player fouls: 6 fouls for disqualification**
- Technical Fouls count as personal fouls; **Techs are automatic 2 FTs & ball**

Running Clock / Mercy Rule

- **Clock stops last 2 minutes of 2nd half** and for timeouts only
- Run clock at 15+ points or more - **NO press, NO zone or NO double teams after 15+ point lead. Heavily enforced grades 2nd to 5th.**
- **NO press, NO zone or NO double teams grades 2nd to 5th-** 1st violation is a warning followed by team technical.
- **Press/zone/double allowed last 2 minutes only**

Conduct & Technicals

- Zero tolerance on fighting and abusive behavior from players, coaches or fans