



**Zia Sports Academy
Route 66 Classic
Game Rules**

- **Game Time:** Four ten-minute quarters, running clock except the last 30 seconds of each quarter.
3 minute Halftime and 5 minute warm up time prior to the game. Time in between quarters will be 1 minute.
- **Time outs:** Two (2) full and one (1) 30 second time out per game.
- **Overtime:** A one minute overtime will be played in the event of a tie score at the end of regulation. A Jump Ball will start the overtime period. If the score is still tied at the end of the overtime period, a sudden death second overtime will be played in which the first team to score wins the game.
- **Fouls:** 3rd through 8th grade each player will awarded 5 fouls during the game. At the 5th foul the player will be disqualified from the contest. High School Divisions individual fouls will not be kept; only team fouls; 2 shot free throws will be shot at the beginning of the 5th foul each quarter. Team fouls will start back at zero at the beginning of each quarter.
- **Sportsmanship:** Coaches please exercise restraint with officials and encourage your team, assistant coaches, parents and spectators to practice good sportsmanship. Any player taunting will first get a warning, 2nd offense will get a technical foul assessed.
- **Technical Fouls:**
 - Player: two technicals= ejection from the game.
 - Coach: one technical loses coaching box and must sit down. Two technicals= ejection from the game and must leave the gym
 - Fans= warning on 1st offense, technical on 2nd offense