COACHES ARE RESPONSIBLE FOR THEIR TEAMS IN THE GYM, BE RESPECTFUL OF SCHOOL PROPERTY AND OTHER TEAMS. PLEASE ENSURE YOUR TEAM "CLEANS-UP" AFTER EACH PRACTICE AND GAME! <u>LEAVE IT BETTER THAN WE FOUND IT!!!!</u>

DESIGNATE A CLOCK AND SCORE KEEPER FOR EACH GAME, THEY WILL RECEIVE FREE ENTRY TO GAMES.

Four-8 Minute quarters-running clock, clock stops on free throws or stoppage of game, tying of shoes. Clock will also stop during 4^a quarter.

Two-minute overtime, 2⁻⁻ overtime is sudden death, one timeout allowed.

EVERY PLAYER MUST PLAY AT A MINIMUM OF EIGHT MINUTES PER GAME, FULL QUARTER. (We have done this in the past and the score keeper will mark on the score sheet which quarter the player played) This will be the easiest way to track playing time.

3. & 4. Grade will follow NFHS rules with the following defense exceptions.

No double teaming at any time

Teams will be allowed to play zones defense like 2-3 zone 2-1-2 zone No full court press zones And no trapping any player in any zone defense.

You will be allowed to play man to man full court.

You are not allowed to double or trap in man-to-man defense at any time during the game.

Mercy Rules

When a team is up by 15 there will be no more full court Defense. Team must fall back behind half court.

When a team is up by 20, they are to stay inside 3-point line and a running clock in in the fourth quarter.

5[°] & 6[°] Grade will follow NFHS rules.

Full Basketball, no restrictions.

Mercy Rules

When a team is up by 20 there will be no more full court Defense. The leading Team must fall back behind half court and no more trapping.