



Game Rules for A1 Hoops Basketball Fall League:

Note: The SC National High School Federation Rules & Regulations will apply to all with the following exceptions:

- 1. Two 20 minute halves will be played with running clock (except last 2 minutes of the 2nd Half):**
- 2. 3 minutes will be allotted for pre-game warm up time and halftime. This time may be adjusted at the discretion of the gym director.**
- 3. 4 Timeouts per game (2 Full, 2 30-sec). One additional timeout per team will be allowed for each overtime period. There will be no carry over of timeouts to the two-minute overtime period.**
- 4. Two direct technical fouls on any player, coach, or team representative will result in an immediate ejection from the facility and disqualification for the following game.**
- 5. A1 Hoops will provide clock operators at all sites. The home team keeps the scorebook.**
- 6. Each Overtime period will be 2 minutes. Each team will receive one time out. Time outs do not rollover. After the 2nd Overtime, it will be sudden death.**
- 7. Each team is responsible for their own warm-up basketballs and game basketballs and/or any other items brought to the game. The designated home team will provide the game basketball.**
- 8. A 5-minute grace period will be extended for late-arriving teams, a forfeit will occur after this point. All decisions in this matter are at the discretion of the tournament director.**