

Fall League- Columbia Rules:

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

- 1. Two halves will be played with running clock operation (Running Clock):**
 - a. All Divisions will play two 20-minute halves**
 - b. The clock will stop the last 2 minutes of the 2nd Half**
- 2. 5 minutes will be allotted for pre-game warm up time and 3 minutes 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. First overtime period will be 2 minutes. Second overtime is 1 minute. Third overtime is sudden death. Each team will receive one time out. Time outs do not rollover.**
- 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.**
- 9. 5 Personal Fouls Per Player**
- 10. 1-1 Shot Bonus Start at 10 Team Fouls**
- 11. Fighting will not be tolerated what so ever, police will be called and your team will be removed from the event with no refund.**
- 12. The Fall League site director has final say on all rulings.**

Challenges & Protests:

To make a protest, there is a \$100 cash fee. The fee is refunded if the protest is upheld and forfeited if it is not. Teams challenging must have all of their proper documentation (Birth Certificate and Report Card). If the challenged team does not, then the participant will be deemed ineligible.