

CLIFTON PARK BOYS WINTER REC BASKETBALL

10th-12th GRADE DIVISION

TIMEKEEPER/SCOREKEEPER RULES

1. (2) 25-minute half's, with a 5-minute half-time break
2. Game should start no later than 15 minutes after the time slotted on the game schedules (so with a 1:00 time slot, the game should start no later than 1:15, 2:45 for a 2:30 slot, etc)
3. (2) 30-second time-out's per team, per half
4. Clock is to be run continuously, even during foul shots, except for:
 - Timeout for player substitutions (every 5 minutes) or coach's timeout
 - Last 1 minute of the first half – during foul shots
 - Last 5 minutes of the game - during foul shots
 - Last 2 minutes of the game – clock stops on every dead ball

FOULS

Team fouls will be tracked all season - "1 and 1" is awarded upon 7th team foul of the half, double bonus (2 shots) upon 10th team foul

Personal fouls will be tracked. 5th personal foul = a hybrid technical foul, so 1 shot (for the fouled player) and possession of the ball (plus the results of the play)

PLAYING RULES

- high school rules, so defensive zones, double-teams, traps, full-court pressure, etc. are allowed
- players are rotated every 5 minutes of actual game time; each player plays the entire period – no situational substitutions are allowed during a period
- If a player is injured during his rotation, then his replacement will not be charged with a rotation; however, replacement should be an equivalent player, and both coaches need to agree on the replacement.
- no player can play 2 more or 2 less periods in a game than any other player on the team
- fighting can be cause for immediate ejection
- any ejected player or coach is automatically suspended for his next game; if a player's relative is ejected from a game, then that player is suspended for his next game