

‡ TIP-OFF ‡

- ▶ No Possession Arrow
- ▶ Team who wins tip : ①st & ④th
- ▶ Opposite Team : ②nd & ③rd

‡ JUMP BALL ‡

- ▶ Players involved in tie-up must jump
- ▶ Jumper may only be subbed for injury
- ▶ Jump held @Center Court

‡ TIMING ‡

- ▶ Four -⑩- Min Run Qtrs : ③▶Min Half
- ▶ Clock stops last ②-Min : ②nd Half
- ↳ ⑧ Pts/Less : Clock never stops after made baskets (except T/O's)

‡ FOULS & BONUS ‡ NBA STYLE

- ⑥▶ Personal Fouls
- ⑤▶ Team Fouls : Each Qtr = Bonus
- ②▶ Shot Bonus : No 1 & 1
- ▶ Fouls Reset Each Qtr

⌚ OVERTIME¹

- ③-Min **Run** Clock
- Stop Clock Under -①- Min
- ⑤- Pts or Less↓



⌚ OVERTIME²

- No Clock : No T/O's
- First team to score -⑤- Pts Wins!



‡ OVERTIME BONUS ‡

- OT #1 : Bonus on ③rd Team Foul
- OT #2 : All Fouls : ② Shots

‡ FREE THROWS ‡

- Block Players may enter "On The Release"
- All others : Apply NFHS
- F/T's can be shot w/only 2-defensive players "on the blocks" to avoid delays during a running clock.

‡ TIME-OUTS ‡

- ②- Per Half : No Carry Over
- ①- T/O in Overtime
- Offense can advance to half-court after a T/O by either team.

‡ INBOUNDS ‡

- NBA STYLE** : All Fouls & Violations
- Inbound side-out : F/T Line Extended

‡ PENALTIES ‡

- USL Technicals & Flagrants
- NFHS Applies**
- Players sit -③- Min on USL ①'s

‡ FORFEIT TIME ‡

- At game time, teams must be signed in : ref fees paid : ④ eligible players.
- Teams not ready : clock starts
Penalty : ① Point Per Minute
- A forfeit is declared after -⑩- minutes

‡ GAME FEES ‡

Collected before each game

‡ PLAYER ELIGIBILITY ‡

Allow city admin to decide.

Combination Of:

