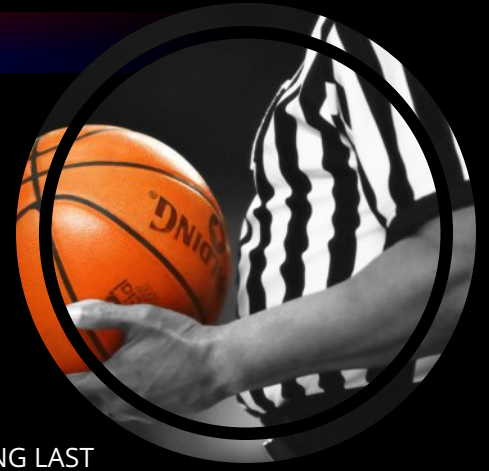


RULES

- GAME WILL BE (2) 18 MINUTE HALVES, 5 MINUTE WARM UP AND 2 MINUTE HALFTIME. IT WILL BE A
- RUNNING CLOCK EXCEPT FOR THE LAST 2 MINUTES OF THE 2ND HALF. CLOCK WILL CONTINUE TO RUN ON
- MERCY RULE 20+ POINTS, ALSO NO PRESS WHEN UP 20+ POINTS.
- ROSTER MAX 12
- ONLY 2 COACHES PER BENCH
- 4 TIMEOUTS PER GAME. THEY DO NOT CARRY OVER TO OVERTIME.
- OVERTIME WILL BE 2 MINUTES RUNNING CLOCK WITH CLOCK STOPPING LAST MINUTE, EACH TEAM WILL
- GET 1 TIMEOUT.
- DOUBLE OVERTIME WILL BE 1 MINUTE, 1 TIMEOUT PER TEAM AND CLOCK WILL STOP.
- 6TH GRADE AND UP WILL USE A FULL SIZE BALL, 5TH AND BELOW AND GIRLS WILL USE A GIRLS BALL.
- ALL OTHER RULES ARE HIGH SCHOOL RULES.
- SEEDING IS BASED ON WINS AND LOSES.



TIE BREAKERS

1. 1ST TIE BREAKER WILL BE HEAD TO HEAD
2. 2ND TIE BREAKER WILL BE POINT DIFFERENTIAL
3. 3RD TIE BREAKER COIN TOSS

GENERAL RULES

- EACH TEAM MUST SUPPLY A SCOREKEEPER FOR EACH GAME.
- MASKS MUST BE WORN AT ALL TIMES BY PLAYERS, COACHES AND SPECTATORS.
- COACHES REMEMBER YOU ARE RESPONSIBLE FOR YOU FANS.
- PLAYERS AND COACHES MUST PICKUP THEIR OWN TRASH BEFORE LEAVING