Fall League Rules

HS Girls will play (2) 18 min. running clock each half. Normal stop clock last min. of each half.

HS Boys will play (2) 20 min. running clock each half. Normal stop clock last min. of each half.

MS& 5/6 will play (2) 16 min. running clock each half. Normal stop clock last min. of each half.

5/6th Girls no pressing until second half.

Each team gets (3) 45 sec. timeouts per game.

If a team gets up by 20 points in second half clock continues to run. There is no pressing if you are up 20 points. Also, use common since at lower levels. Man to Man defense should be played if you are up over 20 points as well. Remember some of the teams have mainly if not all players that signed up as individuals and have no plays and just meet each other.

Overtime will be sudden death (first team scores wins with NO timeouts for either team).

No personnel fouls will be recorded (just team fouls up to 8 for bonus).

Foul on a missed FG attempt will be one point and one Free-throw attempt.

Regular foul during game will be ball out of founds until team fouls reach 8 then it is one point plus one shot. Under min. to go all non-shooting fouls are normal 1&1 if in bonus. Shooting fouls under a min. will be 2 shots.

The officials may remove a player from a game if they feel a player is abusing the can’t foul out rule.

League director has the right to change any rule as he/she sees fit.

Coaches will be asked to control any parent that causes a problem and ask them to leave if they can’t act with good sportsmanship.

Thanks and enjoy yourself!

Greg Whitmer

Director Ohio Rising Stars