



SUMMER 2026 LEAGUE RULES

Warm up time is the time remaining between the end of the previous game and start time of next game. All teams get 3 timeouts/game

Division Breakdowns

Mini Division will play 4 - 6 minute quarters "pick-up style", The athletes will receive a reversible jersey so we can make teams weekly based off the # of athletes that show up. No pressing at any point.

Biddy Division will play 4 - 7 minute quarters. No pressing at any point.

JV Division will play 2 - 16 minute halves. Pressing is allowed the last 4 minutes of each half unless a team has a 15+ point advantage.

Varsity Division will play 2 - 18 minute halves. Pressing is allowed the whole game unless a team has a 15+ point advantage.

ALL games are running clock except TO's and FT's. The clock will stop for the last minute of the 1st half and last 2 mins of the 2nd half if the game is within 10 points.

Any game tied at the end of regulation will get a 2 min, stopped clock, overtime
Both teams get 1 timeout in OT - Timeouts from regulation DO NOT carry over
If game is still tied after 1st OT, sudden death shootout

Players foul out after 5 personal fouls

Shooting fouls result in a 1 and 1 FT

And 1's will result in the scoring team regaining possession

2nd foul under 2 mins left in regulation results in 1 and 1 FT

DISPLAY GOOD SPORTSMANSHIP & HAVE FUN!!!! WE HAVE A ZERO TOLERANCE POLICY FOR BAD SPORTSMANSHIP FROM ATHLETE'S AND PARENTS. ANY PERSON THAT DOES NOT RESPECT THIS WILL BE REMOVED.



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