

CLUB ALL-NET PLAYING RULES

The league will be govern by the
National Federation High School rules.

PLAYING TIMES - STOP CLOCK

14 Minute Halves 2 minute overtime

BASKETBALL SIZE

BOYS

Grade 3/9u, 4/10u, 5/11u, 6/12u 28.5 size

Grade 7/13u, 8/14u, HS 29.5 size

PRESS RULE/MERCY RULE

Teams ahead by 20 points or more during the 2nd half, mercy rule will go into effect. Teams may not full court press, and can begin their defense at half-court.

The clock will become a regular clock if the point difference reaches 10 points or less for the rest of the contest.

First Offense - Warning
Second Offense - 2 shot technical

TIME-OUTS

- (3) full timeouts and
- (1) time-out for each overtime.

BONUS

- One and one on the 10th team foul