

# 2018 SUMMER XPLOSION



**June 9-10, 2018**

## GAME RULES

**PLAYING RULES:** All games are played using the National Federation rules and the following additions:

- 1+1 on the 7 foul. 2 shots on the 10<sup>th</sup> foul.
- 10 second backcourt
- Play the release of the ball on Free Throws
- 5 fouls per player
- Shoot technical fouls

**PRESSING RULE:** 9U may NOT **press or play zone** in the first half but CAN press and play zone in the 2<sup>nd</sup> half. When a defensive rebound is secured the offense must fall back to half court. All other age brackets can press the whole game.

**TIMEOUTS:** 3 TO per game.

**TIME:** (13U-17U; **Iowa, Maryland and Ohio State Brackets** will play two **16 minute** halves) (9U-12U; **Michigan, Indiana, Nebraska and Minnesota Brackets** will play two **14 minute** halves) stopping the clock on all whistles, 3 minute halftime.

**OVERTIME:** 2 minutes and one TO given. Timeouts do not carry over from regulation. If a 2<sup>nd</sup> OT is needed during pool play = Sudden Death. In bracket play the 2<sup>nd</sup> OT is 2 min with 1 TO given (no carryover). If 3<sup>rd</sup> OT needed in bracket play = 1 min and 1 add'l TO.

**WARM-UP:** A minimum of 3 minutes will be given for pre-game warm up. Games can start early with mutual consent by both coaches and both officials.

**OFFICIAL BOOK:** Home team must provide the official book at the score table. The home team will use the blank score sheets available at the scorer's table.

**HOME/AWAY:** The home team will be **listed first on the score sheet**, and will wear DARK uniforms. The visiting team will wear LIGHT uniforms.

**COACHES' BOX:** Only the head coach may stand during the game. If needed, officials can designate a coaches' box. A bench technical shall remove the coaches' ability to stand. A second bench technical will result in the head coach being removed from the game. Two technical fouls on a player results in and ejection. Coach/player must leave the bench area and/or gym as determined by the referee.

**FORFEIT:** There is a 10 -minute grace period before a forfeit is awarded, schedules must run on time and games must start according to the schedule.

**MERCY RULE:** If a team is up by 20 points or more after the halfway point of the second half, (either the 8 or 7 minute mark) clock will be running time till the end of game or until margin is back to 10 pts. or less.