

Game Rules for Referees

The league follows NCHSAA rules with minor modifications.

Timeouts

- Each team has 2 timeouts per half.
- Each team has 1 timeout for each overtime period.
- Timeouts do not carry over from half to half, or to overtime.

Free Throws

- Teams shoot 1-and-1 after 7 fouls, 2 shots after 10 fouls.
- Players in the lane spaces may enter the lane upon release of the ball by the shooter.

Backcourt Defense

- Only allowed:
 - During final 2 minutes of second half
 - During final 2 minutes of each overtime
- 1 warning issued per team. 2nd violation is a 2-shot technical foul.

Clock

- Clock runs continuously except during a timeout, official's time out, free throw, the last 2 minutes of the second half, and the last 2 minutes of each overtime period.

Overtime

- If there is a tie at the end of regulation, a 4-minute overtime will be started by a jump ball. If the game is still tied after 2 overtime periods, the game will end as a tie, except for tournament games.

Jerseys

- Teams should attempt to use jersey numbers with digits of 5 or less, but no technical will be called for jersey numbers of digits greater than 5.
- All players must have matching jerseys with unique numbers. Other accessories do not have to match.

Technical Fouls

- Profanity, fighting, or unsportsmanlike conduct may result in a technical foul or ejection.
- 2nd violation of backcourt defense rule is a 2-shot technical foul.
- Two technical fouls by the same player or coach will result in ejection from the current game and the next game.