

Cinco de Mayo Game Rules

The National High School Federation Rules & regulations will apply to all games with the following exceptions:

- The team listed first on the schedule is the Home team and will wear white (light) colored jerseys.
- Two 16 min halves for 9th grade through 11th grade divisions.
- Two 14 min halves for 8th grade and under.
- The clock stops on every whistle.
- Running clock when the lead is 20 points in the 2nd half. Returns to stop clock when the lead drops to 10 points.
- 1 and 1 on the 10th team foul both halves.
- Player fouls out on the 6th foul.
- Free Throws: Players may enter the lane on the release.
- 10 second backcourt, 5 second closely guarded
- Overtime: 2mins
2nd overtime: 1 minute
3rd OT: sudden death
- Halftime is 4 minutes.
- 3 Timeouts per game – (3) 30-second timeouts per game; 1 timeout is provided for overtime (No carryovers)
- Warm-up time between games is a minimum of 5 minutes. *Games may start early if both coaches and referees agree.*
- Teams must bring their own basketballs for warm-ups and the home team will provide the game ball.

**** 9th-11th teams may advance the ball under a minute with a timeout. ****