

Nets on Fire Spring Classic - 2026

GAME TIME

Games consist of 16-minute halves. The clock is stopped during timeouts and while shooting free throws throughout the entire game. Clock will stop on all deadballs the last TWO MINUTES of the 2nd half (unless a team is up by 20+ points). Teams will be given a three minute halftime break.

OVERTIME

OT is TWO minutes. Double OT is SUDDEN DEATH (first team to score ONE point). Regular game rules. NO additional timeouts are given for overtime. Any Remaining timeouts from regulation can be used.

TIMEOUTS

Each team has THREE FULL timeouts per game. No additional timeouts are awarded during overtime.

FREE THROWS

On the 10th team foul of each period, players are awarded two free throws. Shooting fouls are enforced normally. FOULS WILL RESET AT THE BEGINNING OF EACH HALF.

PERSONAL & TECHNICAL FOULS

Each player gets 6 personal fouls, after the 6th personal that player is disqualified for the remainder of the game. Regular NFHS (high school) rules will be used to administer technical fouls. If a player/coach receives a second technical foul they will be automatically disqualified.

ADMISSION

There will be a \$10 fee for adult spectators. This fee will cover both days. Cash or Venmo is accepted (Credit cards are accepted at Nets on Fire). Coaches can grab a band from the check in desk before their first game.

SPORTSMANSHIP AMONG PLAYERS, FANS AND OFFICIALS WILL BE A TOP PRIORITY! WE RESERVE THE RIGHT TO REMOVE ANY FAN, PLAYER OR OFFICIAL FROM THE FACILITY FOR ANY UNSPORTSMANLIKE BEHAVIOR!!! IT WILL NOT BE TOLERATED!!!