



Official Game Rules

Recreation Division

1. All games will consist of two (2) twenty (20) minute running halves. The game clock will stop on all whistles in the last two (2) minutes of the **2nd half**. The game clock will continue to run if a team is ahead by fifteen (20) points or more and will resume stopping when the team cuts the lead to ten (10) points in the last two (2) minutes in the **2nd half**.
2. Teams will be allotted a maximum of two (2) timeouts one (1) minute in length per half; however no carry-over will be permitted.
3. Halftime will consist of four (4) minutes.
4. Overtime periods will be four (4) minutes in length, with each team having one (1) timeout. Timeouts will not carry over into the overtime period. Clock will stop on every whistle in the last minute of play.
5. Player substitutions must report to the scorer's table and enter the game only upon the discretion of the game officials.
6. Players will be disqualified upon their 5th foul. Teams will shoot free throws on the 7th team foul, which will be a one and one. Upon the 10th team foul, all fouls will result in two shots. Technical fouls will also count as a personal foul.
7. There will be **NO PRESSING** in the first half. You will be able to press the second half unless the winning team is up by twenty (20) points or more. Pressing will resume when the team cuts the lead to ten (10) points.
8. Violating the **NO PRESSING** rule in the first half will result in the following:
 - **1st** offense will be a **Warning**
 - **2nd** offense will be a **Technical Foul**