

# League Rules

## **Boys 9<sup>th</sup> / 10<sup>th</sup> grade & Boys 11<sup>th</sup> / 12<sup>th</sup> grade**

1. All high school basketball rules will apply to these leagues.
2. Players not in uniform (jersey provided by the city) will not be allowed to play.
3. The high school technical foul rules will apply. Any player ejected from a game may be asked to leave the gym immediately. Failure to do so will result in your team forfeiting the game.

**1<sup>st</sup> Technical-**            **Must sit out remainder of game, and if asked, leave the premises. If the technical is received in last 5 minutes of the 2<sup>nd</sup> half, must sit out remainder of that game plus 1<sup>st</sup> half of next game.**

**2<sup>nd</sup> Technical-**            **Must sit out the remainder of that game plus the next scheduled game and will receive a letter from the program director placing player on probation.**

**3<sup>rd</sup> Technical-**            **Suspension from remainder of season. (any time in pre-season, regular, and post-season) - (No refund will be given!)**

4. Technical fouls can be given before, during or after a basketball game. Any team that receives a total of **seven technical fouls** during the season (including tournaments) will be eliminated from further play, without refund.
5. A Nebo Tournament with Payson & Salem Hills High School teams will be organized at the end of the season. Some teams from each league will be invited. More information will be given at the conclusion of the season.

### **GAME TIME FOR 9<sup>TH</sup> - 12<sup>TH</sup> GRADE LEAGUES**

Game time will consist of two 18 minute halves with the clock stopping on shooting fouls and time outs. The clock will stop the last two minutes of each half on all violations.

If the score is tied at the end of regulation time, a three minute overtime will be played. If the score is still tied at the end of the overtime, teams will play sudden death, where the first team to score is the winner.

Each team has two (2) timeouts per half (no carry-overs). In overtime, each team will have one (1) timeout.