

2020 Gold Crown HS Prep Developmental League

Game Rules

Game Time: Each game consists of two 20-minute running halves with the clock stopping on all dead balls in the last two minutes of the second half only. The exception to this would be if the score differential is 15 or more during the last two minutes of the second half, the clock will continue running unless a time-out or injury occurs.

Time-outs: Each team will have two full time-outs per half. Unused time-outs do not carry over into the 2nd half and/or overtime.

Halftime: Halftime will consist of three minutes.

Fouls: Each player will be allowed 6 fouls. The one-and-one bonus will be in effect at the 7th team foul, and the two-shot bonus will be in effect at the 10th team foul.

Overtime: When a game ends with a tie score, teams will play one two-minute overtime period, with the clock stopping on all dead balls. Each team will have one 30 second time-out in the overtime period. If the score is tied after one overtime period, the game will go to sudden death with the following guidelines: after a jump ball at center court, the first team to score any combination of **two** points will be the winner.

Pressing Defense: Pressing is allowed throughout the game; however, the leading team may not press when leading by 15 points or more.

Scorekeeping: Each team must provide one volunteer to keep the clock or the scorebook for each of their games.

Note: If a player receives a technical foul during a game, the player will not be allowed to play for a minimum of ten game minutes. If there is less than ten minutes left in the game when the technical foul is called, then the player will not allowed to play for the remainder of the game. If a player receives two technical fouls during the season, the player will be disqualified from the league and no refund will be given.

Facility Usage: Teams must make sure that their players and spectators respect all property and gym facilities when using the Gold Crown Field House.