Young Adult Basketball Rec League Rules

Tournament Format

Time:

- Two (2) twenty (20) minute running clock halves.
 - O Stop clock for the last (1) minute of the first half.
 - Stop clock the last two (2) minutes of the second half (if the score is within 15 points or less).

All overtime periods will be one (1) minute stop clock.

Time-Outs: Each team will receive two (2) time-outs <u>per game</u> that they may use at any time. Each team will receive an additional time-out per overtime.

Fouls: These Foul rules apply during the running clock segment

During running clock play:

2 Point Attempts:

- All players fouled while in the act of shooting a two point basket will shoot one free throw to earn 2 points.
- If they make the Free Throw, they receive 2 points.
- If they miss the Free Throw, they receive no points.
- If they are fouled and make the basket, they will be awarded three total points without shooting the free throw.

3 Point Attempts:

- All players fouled while in the act of shooting a three-point basket will be awarded two points and one free throw.
- If they are fouled and make the basket, they will be awarded four total points.

Team Fouls:

• All team fouls will be counted. The team foul count totals apply to the Stopped Clock play.

Technical Fouls:

• All technical fouls will result in two points and possession of the ball.

During stop clock play in first and second half:

- All CIF high school rules apply in the final minute of first half and final 2 minutes of second half.
- All foul shots will be taken based on the bonus (7 fouls) or double bonus situation (10 fouls).
- No individual fouls will be counted.