

JV SUMMER LEAGUE RULES

Uniforms:

- Each team must provide their own reversible numbered game jersey.

Game Length:

- Games will be two 16-minute halves, running clock. There will be a three minute break for halftime.
- Clock will stop during time-outs and on each whistle in the last minute of each half.
- **Overtime during the regular season will be sudden death. OT in the playoffs will be 1:00 minute.**

Player Eligibility:

- We are all evaluating players early in the summer. This league is not intended to get more games for your varsity players. We ask that players are either JV or varsity after the first two weeks.

Timeouts:

- There is one 30-second timeout per team per half - use it or lose it. No carryover if timeout is not used.
- If there is overtime, one 30-second timeout per team will be allowed.

Free Throws:

In order to minimize the amount of time spent at the foul line and maximize playing time, the following free throw rules will be in effect:

- Fouled in the act of shooting and shot attempt is no good = 1 foul shot worth 2 points. 1 foul shot for 3 points if a three point shot was attempted.
- Fouled in the act of shooting and shot attempt is good = automatic 3 point play, no foul shot attempt. Automatic 4 point play if fouled while making a three point shot attempt.
- On the 7th team foul of each half and each non-shooting team foul thereafter = 1 bonus foul shot worth 2 points
- **Personal fouls will be kept and a player fouls out after 5 fouls.**

Technical Fouls:

Any player receiving an "unsportsmanlike" technical foul (NOT including hanging on the rim, slapping the backboard, or breaking the inbound plane) will be disqualified for the remainder of the game. If two games are played that day, the player can return for the next game. Coaches will be disqualified from the contest if they receive two technical fouls during the same contest. They can coach the next game, however.

Officials:

Two man officiating crews will be provided.