

PAUL F. KERNS SUMMER CHAMPIONSHIPS RULES



TIMING:

Warmups are 3-minutes, this clock starts the SECOND the previous game ends so have your team ready!

Games are TWO 15-minute STOP-TIME halves. Subs MUST be at center court before the whistle to be allowed in.

Half is 2-minutes, OT is first to score 3 or most points after 2-minutes whichever comes first (no automatic points)

Each team gets 1 Full TO per half and 1 full anytime in regulation, no time-outs in overtime.

For all first games of the day, the gym opens **10-minutes** before first game time, this is STRICT. For all other games, teams need to be at the gym 30-minutes before their game as we WILL start up to 10-minutes early if running ahead

FOUL SHOTS:

One FT is taken on missed shooting fouls. A shooter fouled and missing on a 2 pt. FGA gets 1 pt. and shoots 1.

If fouled on a 3 pt. FGA missed 2 pts. awarded and shoot 1. "And 1's" are all points awarded and other team's ball.

ALL technical, intentional and flagrant fouls are 2 points automatic and ball out of bounds.

There is no bonus in the first half, BOTH teams are in the bonus the last-minute of the game (if lead is single digits)

FOULS:

Players foul out on their FIFTH foul of the game! This is enforced to limit excessive physical play.

Every 2 unsportsmanlike tech, flagrant or intentional fouls, NOT only in same game, player/coach sits out next game

GAME-PLAY:

There is no shot clock, but all levels will have ten-second backcourt rule and closely guarded rule.

MERCY RULE:

The clock runs if the lead is 20 or more during the 2nd Half. Only when the lead gets to single digits will it stop.

SPORTSMANSHIP:

At no time should spectators, players or coaches harass officials. The league is for the players to get better, that should be the focus. This should be an enjoyable experience for all involved, including the refs.