

# 4 on 4 Summer League

## Rules

- There will be no shot clock
- Games will consist of 24 minute running time halves, with stop time in the last two minutes of each half.
- The officials will blow the whistle every four minutes to indicate subs. Please run on and off the court. Be ready to go.
- Players cannot double up playing time unless they are short players. In other words, if your team is short players, everyone will play a double shift. No one player should be playing more than any other player. Officials will enforce this rule.
- Halftime will be 3 minutes long
- Warm up time prior to the game will cease immediately at the scheduled start time for the game regardless of how much time teams have had to warm up.
- Only the running score will be kept. No personal stats (including personal fouls) will be kept.
- Players will not foul out of the game, unless in the official's opinion they are trying to make a travesty of the game by excessively fouling. It is the official's discretion to remove a player.
- Overtime periods will be 2 minutes long, with stop time at the last minute.
- Each team will have two timeouts per game.
- Fouls - shooting:
  - \* If a player is fouled while shooting and misses the shot, the player's team shall score a point. The player fouled will attempt one free throw.
  - \* If a player is fouled while shooting and makes the shot, the player's team shall score two points. The player fouled will attempt one free throw.
- The last two minutes of each half:
  - \* Stop time (however, the clock will not stop in the second half if one team is ahead of another by greater than ten points)
  - \* Any and all non-shooting fouls result in one and one (clock stops).
  - \* Press is allowed if less than ten points (both halves).
- There will be NO DOUBLE TEAMING an offensive player anywhere on the court.
- ABSOLUTELY NO COACHING ALLOWED by parents, siblings, friends, etc.