



## **Hoop Dreamz League Rules**

### **Game Time Rules**

- 3<sup>rd</sup> – 8<sup>th</sup> Grade: Two 18 minute halves running time
- High School: Two 20 minute halves running time
- Clock stops last 2 minutes of each half

### **Game Rules**

- 1 and 1 on 7<sup>th</sup> team foul
- Double bonus on 10<sup>th</sup> team foul
- 4 full time outs per game
- Players foul out on 5<sup>th</sup> foul
- 2 minute overtimes
- 1 full time out per overtime session plus any unused from regulation play
- 5 minute warm up time
- 2 minute halftime
- Pressing and all zone defenses allowed for all levels
- NO PRESSING WHEN UP BY 15 POINTS

### **Game Operation**

- Hoop Dreamz provides clock operator
- Hoop Dreamz provides a score keeper to be the official book
- Teams must provide their own basketballs for warming up

### **Forfeits**

- Forfeit time is 10 minutes after game time. At referee's discretion, time outs and or halftime may be eliminated for games not starting on time.