



dbHoops www.dbhoops.org (330) 209-1033

2012 FALL LEAGUE RULES

HALFTIME IS 4 MINUTES LONG

WARMUPS ARE 4 MINUTES LONG

**EACH TEAM IS GIVEN 4 (45 SECOND) TIMEOUTS PER GAME. NO CARRY OVER IN OVERTIME, EACH TEAM IS ALLOWED 1
TIMEOUT IN OVERTIME**

OVERTIME WILL LAST 2 MINUTES, SUDDEN DEATH AFTER FIRST OVERTIME

REGULATION FOUL LINE TO BE USED

THREE POINT LINE IS IN EFFECT

BONUS 1 AND 1 BEGINS AT 7 TEAM FOULS, DOUBLE BONUS BEGINS AT 10 TEAM FOULS

6 PERSONAL FOULS PER PLAYER

ANY DEFENSE OR OFFENSE, NO PRESSING IF UP BY 20 OR MORE

**20 MINUTE HALVES WITH RUNNING TIME, EXCEPT LAST 30 SECONDS OF FIRST HALF AND LAST 2 MINUTES OF SECOND
HALF**

28.5 BALL USED FOR FOLLOWING GRADES 5TH/6TH, 7TH AND 8TH

REGULATION BALL FOR 9TH AND VARSITY DIVISION