

# Valley Comp Rules – 2011

## **\*Game Specific Rules (5/6, 7/8 division)**

- 1. Except for the following changes, games shall be conducted according to the National Federation of State High School Associations' rule book.**
- 2. (2) 20 minute, running clock halves**
  - a. clock stops on timeouts, referee requests, and dead ball situations in last 2 minutes of game if point differential is closer than 11 pts.**
- 3. 3 minute halftime/5 minute warm-up**
- 4. 3 timeouts per game; timeout length is 1 minute; 1 additional timeout in overtime.**
- 5. 3 minute overtime; running clock until last minute**
- 6. Referees will have authority if behind schedule to speed up games. Referees are responsible for making sure that warm up, halftime, and time out lengths do not run long.**
- 7. open substitutions**
  - a. on dead ball only**
- 8. No playing time restrictions**
  - a. players play at the discretion of the coach**
- 9. Switching teams: players are not allowed to switch teams during the season if they have played a game for another team.**
- 10. Tournament eligibility: players must play in at least 8 of the 16 regular season games in order to participate in the season-ending tournament.**
- 11. Valley Comp basketball understands that due to financial constraints some teams may not be able to comply with National Federation rules concerning uniforms.**