

# ELITE YOUTH CIRCUIT RULES

- Each team is responsible for having a clock or book person for each game.
- There will be two coaches admitted free, they will receive bands. The scorekeeper will also be free for the weekend and will be given 1 band. Lost bands will not be reissued and you will have to pay to enter
- Have your own balls to warm up with.
- You need to be at the Gym thirty (30) minutes before your game starts. SCORESHEETS WILL BE AT THE SCORE TABLE PLEASE FILL OUT PRIOR TO YOUR GAME. LEAVE AT THE TABLE AFTER THE GAME
- GAME TIMING
  - Grades 1-4: 2 – 12 minute halves. The clock will stop for all dead balls (regulation style)
  - Grades 5-8: 2 – 14 minute halves. Th clock will stop for all dead balls (regulation style). There will be a 35 second shot clock for these grades
    - The clock will run if team is down 15+ in second half, shot clock will still be on
- A player is allotted six (6) fouls before he or she is eliminated.
- HALFTIME IS 2 MINUTES
- Each team will have two full time-outs and one thirty (30) second time-out per game.
- There will be a 3-minute overtime period, if needed. The clock will stop the last minute of overtime. After 3-minute overtime period, first team that scores wins.
- On the 10<sup>th</sup> foul of each half, each team will shoot 2 free-throws.
- Any player or coach receiving two technical files must sit out the next contest
- All other rules of the game are governed by OHSAA and NFHS