

CLASH ON THE COURTS

RULES FOR 9th D1, 10th D1 and 11th D1 Divisions

Length of Game: Four (4) 8-minute quarters (clock stops on all dead balls including time outs & free throws)

Mercy Rule: At the start of the 4th quarter, if the score is 18 or more point differential, the clock will run on all dead balls including free throws. If the score drops to a 12-point differential, the clock will stop as usual.

Time-outs: Each team will have four (4) total timeouts. No carry over to OT (each just gets 1 per OT).

Fouls/FTs: Five (5) fouls per quarter. Two (2) foul shots will be awarded on a team's fifth (5th) personal foul. A player will be disqualified on her sixth (6th) personal foul.

Shot Clock Rules:

Thirty second (0:30) shot clock

Continuous ten second (0:10) backcourt. Count does not reset on a timeout or out of bounds.

Five second (0:05) closely guarded (without a dribble) violation. Not closely guarded on the dribble.

Kickball: below 15 seconds (0:15) shot clock resets to 15 seconds (0:15). Above 15 seconds (0:15), the shot clock stays as is.

Game Time Rules:

Last minute (1:00) of the game, the clock stops after a made basket.

If a timeout is called under one minute (0:59) at the end of the game, NCAA ball advancement rules apply. (28-foot line in the front court).

Overtime Rules

Each overtime will be 2 minutes

No timeouts carry over. Each team gets 1 (30 second)

Last minute (1:00) of overtime, the clock stops after a made basket.

If a timeout is called under one minute (0:59) during overtime, NCAA ball advancement rules apply. (28-foot line in the front court).