

# UA RISE RULES 2026

**The team listed first is away and wears dark and the team listed second is home and wears light/white**

## **GAME TIME:**

- All games will begin at the scheduled game time. NO EARLY START
- WARM-UP TIME: Minimum of 2 minutes
- GAME CLOCK: 2, 16 minute halves – with stopped clock on all dead balls
- HALF TIME: 2 minutes in total
- TIMEOUTS: Total 3 per regulation game
  - 2 Full and 1 :30 second timeout per game
  - 1 Timeout awarded per team in overtime, except for sudden death
  - Unused timeouts from regulation do NOT rollover to overtime

## **OVERTIME:**

- 1st Overtime: 2 Minutes
- 2nd Overtime: 1 Minute
- 3rd Overtime: Sudden Death\*

In elimination games/playoffs there would be no sudden death, 1 minute overtime periods would continue until there is a winner

## **RUNNING CLOCK**

- In the 2nd half, if there is a 20 point lead the clock will run
- If the losing team cuts the lead back under 20 points, the game will return to stop clock timing
- There is no mercy rule where the game will end before regulation

## **FOULS**

- At the 10th team foul of the half, opposing team will shoot 1 and 1
- At the 12th team foul of the half, opposing team will shoot 2 free throws
- Team fouls reset at the end of each half, except overtime where fouls roll over
- 6 personal fouls for disqualification

## **TECHNICAL FOULS: 2 Free Throws + Possession**

- No 'seatbelt' rule
- 2nd technical for a coach or player results in ejection

## **ADDITIONAL RULES**

- Free Throw Rebounding – On the shot release
- High School 3-Point Line
- 10 second backcourt violation

**TARDINESS RULE**

- Any team not on the court ready to play within 10 minutes of the scheduled start time will start the game with a technical foul
- If teams are not ready to play within the 10 minute grace period, the game will be forfeited
- Teams must have a minimum of 5 players on court for a game to start

**FIGHTING**

- Any players or coaches involved in fights will be ejected for the remainder of the tournament