

CT SHORELINE/VALLEY 2016-2017 LEAGUE GAME RULES

All games are governed by high school rules except for the following:

1. Each game will be scheduled for 70 or 75 minute time slots. A 3-5 minute warm-up period will be allowed prior to each game. Teams are encouraged to stretch outside the gym before their game, if permitted by your host.
2. The home team controls the length of each quarter but quarters should never be less than 7 minutes and 8 minute quarters are preferred. The home team—not the referee—determines the length of quarters. It is recommended that halftime be limited to 3 minutes (and is otherwise a long time out).
3. There are no ties.
 - a. If the score is tied at the end of regulation, two minutes shall be placed on the clock. The team ahead at the end of the two minutes is the winner.
 - b. Overtime will commence with a jump ball.
 - c. There are no timeouts in overtime—just play.
 - d. If still tied at the end of the two minutes, place another two minutes on the clock and repeat process until a winner is declared.
4. Team fouls reset at the half as in CIAC play for all divisions.
5. 4th Grade Boys and 5th Grade Girls may shoot fouls 1 foot inside of the foul line. Referees are encouraged to call only blatant violations on the foul shooter at these ages.
6. 4th Grade Boys, 5th Grade Boys and all Girls divisions will use a 28.5” ball.
7. Time-outs. Each team shall be allotted two full (60 second) and two 30 sec. time-outs per game. There are no timeouts in overtime. Either coaches or players may call a time-out.
8. Mercy Rule: There is a 20-point differential rule is in effect for regular season games. If there is a 20-point differential at any point in the second half of the game, the winning team shall not press.
9. Board certified referees must officiate each game.
10. If a coach receives a technical foul he/she must stay seated on the bench for the remainder of the game.

*** It is strongly suggested that a copy of these rules be present at each home site.**