

## **GENERAL PLAYING RULES & TIME PROVISIONS MIDDLE SCHOOL LEAGUE**

- Teams will play with a regulation size basketball.
- Three (3) point field goals will be allowed in the Middle School League.
- Games will consist of two - sixteen (16) minute running clock halves, with the clock stopping the last two minutes of the second half.
- If the score is tied at the end of the regulation period, teams will play a maximum of two (2) – two (2) minute overtime periods. Jump ball will be performed at the beginning of each period. If the score is still tied after the two (2) overtime periods, then one sudden death free throw shootout will take place.
- Players will be allowed six (6) personal fouls before fouling out of the game.
- Each team will be allowed one (1) timeout per half and one (1) timeout per overtime period.
- There will be a four (4) minute period to warm-up before each game and a three (3) minute halftime.
- Each team will play two (2) games every Saturday, excluding playoffs.
- Every team has a coach, with no team practice.
- No Earrings allowed. If you have earrings in, you will not be allowed to play. You cannot wear bandages over them to hide them; they must be completely removed. No exceptions.
- Games must be played in the official J.D. Lewis League T-Shirt. No shirt no play.
- 5 games or more missed by a player will lead to suspension. Player will be suspended for the following Fall and Summer League. (ex. if the player miss 5 or more games in summer league, player will be suspended for the following fall and summer league). Exception for injuries with the Commissioner's approval.