

## School of Hoops 5v5 League Rules | 12-14 & 15-17 Age Groups

School of Hoops league shirt must be worn for player to participate, no exceptions unless told otherwise by league director.

Game Length: 4 – 10-minute quarters.

10-second backcourt violation and 30-second shot clock violation.

Shot clock resets to 14 seconds following an offensive rebound.

If shot clock is under 14 seconds it will reset to 14 seconds following a defensive violation.

Clock stops the last minute of the game ONLY.

Offensive team shoots automatic 2 foul shots following the 5<sup>th</sup> defensive foul of the quarter, and any foul thereafter in the quarter.

Each team has 2 – 1-minute timeouts per game.

If there is a 15-point score differential in the final minute of the game, the clock will not stop.

Foul language will result in warning to the team/player the first offense, subsequent occurrence will result in an automatic technical foul.

If a technical foul is assessed, the opposing team will receive an automatic 2 points and possession of the ball.

If a coach receives a technical foul, he must be seated for the remainder of the game. If a player or coach receives a second technical foul, they are automatically disqualified from the game.

Once a person is disqualified/ejected from a game, they are required to exit the building and leave the premises or the Spring Township police will be called.

Any excessive act of physical violence will result in an automatic ejection.

An ejection for an act of violence is subject to a league suspension or disqualification.

An overtime period length is 2 minutes, clock stops in the last minute. Team fouls carry over to overtime period. There are no timeouts in an overtime period, and leftover timeouts do not carry over.

If a 2<sup>nd</sup> overtime period is needed it will be sudden death (first team to score wins, no game clock, no timeouts, shot clock will remain on).

\*Rules not listed will follow official PIAA guidelines



