

School of Hoops 5v5 League Rules

Grades 9-12

- School of Hoops league shirt must be worn for player to participate, no exceptions unless told otherwise by league director.
- Game Length: four 10-minute quarters
- 10-second backcourt violation
- 30-second shot clock violation
- Shot clock resets to 30 seconds following an offensive rebound and defensive violation.
- Clock stops the last minute of the game ONLY.
- Offensive team shoots automatic 2 foul shots following the 5th 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 10-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 further action will take place with Spring Township police.
- 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 2nd 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