



## Summer League 2010 Rules

1. All games will consist of two (2) twenty (20) minute running halves. The game clock will only stop on all whistles in the last two (2) minutes of the **each half**. The game clock will continue to run if a team is ahead by twenty (20) points or more in the last two (2) minutes of each half.
2. Teams will be allotted three (3) full timeouts and two (2) thirty-second timeouts per game.
3. Each halftime will consist of four (4) minutes.
4. Overtime periods will be four (4) minutes in length with each team having one (1) additional full timeout. Clock will stop on every whistle during the last minute of play.
5. You may press the entire game unless the winning team is up by twenty (20) or more points.
6. Sportsmanship within the Winning Ways Basketball program is an essential element. Any act of un-sportsmanlike conduct or lack thereof will NOT be tolerated and is at the discretion of the League Director. If a player or coach is ejected from a game they will sit out the following game. Consequences for a second ejection will be at the discretion of the League Director.
7. No additions may be made to the team roster after June 24<sup>th</sup>, 2010.
8. All participants must play in a minimum of three (3) regular season league games in order to be eligible for the post-season tournament.
9. No substitution rules apply. There are no required minimum or maximum minutes that a player must play. Playing time is granted at the discretion of each coach.
10. All teams must provide their own jerseys and they must be numbered
11. Double uniform numbers are legal, the coach must notify the scorekeeper and the officials before the game.
12. Each team must provide own warm-up balls. Winning Ways will provide the game ball.
13. Only the four best records move on to the post tournament. If there is a tie, we will use the National Tie Breaker Point System.