



## Team Camp Game Rules

1. Each game will consist of two 18- minute halves (RUNNING TIME). The clock will stop in the **final minute** of the **second half**.
2. Jump ball to begin each game and overtime periods. Teams will alternate possessions on jump balls.
3. Overtime will be sudden death. First team to score wins.
4. Team fouls will be kept but individual fouls will not be kept. "Shoot 1 for 2" (1 foul shot for 2 points) on all shooting fouls and on the **fifth team foul** of each half and for **each foul committed during "stop time" at the end of the second half**. Also "1 for 3" if fouled on a three point attempt. If a player scores & is fouled, they will receive the points (2 or 3) and shoot 1 free throw.
5. Substitute on dead ball only.
6. All defenses are allowed.
7. **Five-minute warm-up, one-minute halftime**. Teams are allowed 1 timeout per half. Timeouts will last 1 minute. Timeouts do not carry over to the second half or in overtime.
8. Warm-up may be extended or shortened at the discretion of Camp Director.
9. Players cannot foul out. At the discretion of the referees, a player may be removed from the game for excessive or overly aggressive fouling.
10. Any technical foul results in automatic two points being awarded and possession of the ball.
11. **Please encourage good sportsmanship!!**

\*Rules are subject to change.