


TeamARETE GAME RULES

1st Half	Half	2nd Half
<p>20 Min Running Clock (Stops Only) on timeouts, technical and/or intentional fouls, injury, or referees discretion</p> <p><u>Ten minute forfeit time for teams with less than four. Team may start with four men.</u></p>	<p>3 Min</p>	<p>20 Min Running Clock (Clock only Stops last 2 Min of Game) and on timeouts, technical and/or intentional fouls, injury, or referees discretion.</p> <p><u>Running clock during the last two minutes of game if lead is 15 or more.</u></p>
<p>1 - 30 Sec TimeOut Per Half Time Outs do not carry over</p>	<p>Time Outs</p>	<p>1 - 30 Sec TimeOut Per Half Time Outs do not carry over</p>
<p><u>H. S. RULES EXCEPT FOR</u></p> <ul style="list-style-type: none"> Shoot only One FT (counts for maximum points possible) Example fouled on 2 pt= 2, 3 pt= 3 We do shoot the And 1 FT (it does not auto count) Bonus into effect on the 8th team foul, shoot 1 FT counts as 2 pts 	<p>5 minutes minimum warm-up time between games</p> <p><u>GAMES START ON THE HOUR</u></p>	<p>Tie Game: 2 Minute overtime period; 1-30 Sec TimeOut In OT sudden death after one O.T.</p> <p> www.teamarete.net</p>
<p><i>***No individuals foul out, but officials have the right to remove any player taking an unfair advantage repeatedly, and a flagrant foul of any kind is an automatic ejection***</i></p>		<p>Good sportsmanship will be stressed: A. Two technical fouls in a game results in automatic suspension from game and suspension from the next game. H.S. coach will be notified. B. If a player is ejected from a game, he could possibly be suspended for the next game pending the reason for ejection.</p>

--	--	--