



2026 GAME SUMMARY RULES

1. The game will consist of **NBA rules** for the most part. Games will have **10 min stop clock 4 quarters with 24 second shot clock**. Game officials will determine shot clock violation per game(s). If a team is ahead 20pts, the clock will continue to run until score get at **15 pt** (this for regular season **ONLY** – in **PLAYOFF**, the clock stops.) each team has (6) time-outs (4-full and 2-30 sec). There will be **3 min OT**. If there is a 2nd overtime another 3 mins and 3rd OT will be 1 min. **All teams must have uniforms TUCKED IN at all times during the game.**

VERY IMPORTANT and a MUST: NBA three-point line must be used for all games - the gym venue if it doesn't have the NBA line can be taped 23 ft. 9 inches top line and 22 ft. at corners.

2. There is a **defensive 3 seconds**, which means all illegal defenses will result in 1 shot and possession of the ball. Teams will have **5 secs to inbound** the ball, as well as **8 seconds to get the ball past half court**. (If a timeout is called before half-court the 8 sec doesn't reset) There will also be a 5 second count between half court and the 3-point line if a player is guarded by the defense within 3 feet.
3. **Basket Interference FIBA rules: No** blocking a ball in downward flight towards the rim. Once the ball hits the rim, any player offense/defense can touch the ball (i.e. *swat it away or tap it in*)
4. If a timeout is called within the last 2 mins of the 4th quarter at the inline aka baseline, then the ball will automatically be taken out at half court. The ball can be inbounded to the backcourt to the front court in the last 2 mins of the 4th quarter.
Final Two Minutes (4th Quarter & Overtime): The clock stops after every made field goal during the last two minutes of the fourth quarter and any overtime periods.
5. **Fouls:** (6) six personal fouls per game. Technical Fouls are personal fouls – 2 tech results in ejection. (Player who commits a flagrant foul must sit for 2 mins. *If the player can't shoot the Free-Throw, then the team will choose from the players on the court who will shoot the foul shots.* **Penalty/Bonus:** A bonus of 2-FT will be in effect on the 5th foul of each quarter.
6. **Technical:** Any player who receives **two (2) techs fouls** in one game will be suspended for the remainder of the game: **All flagrant foul results in two (2) foul shots and the ball**. (Player who commits a flagrant foul has to sit for 2 mins. *If the player can't shoot the Free-Throw, then the team will choose from the players on the court who will shoot the foul shots.* *Any player with mismatch uniform will be a 2 shot tech per violation; Any player not in uniform match that with the team they've been playing will not be allowed to play in the game.*
7. Other than the last two mins of the 4th quarter or overtime, if the ball is taken out in the frontcourt the ball must touch/bounce first in the backcourt before the team in possession touches the ball.
8. Excessive and constant complaining (i.e., making derogatory, belittling or threatening the referee's, opponents/fans or coaches, etc.) **CAN** be assessed a technical foul, (1) shot and a ball.
9. Officials reserve the right to banish any players, coaches, or fans during the scheduled game.