

NORTH ANDOVER FALL BALL 2016 – RULES OF ENGAGEMENT

- (2) 15 MINUTES STOP TIME HALVES
- (2) TIMEOUTS PER HALF – USE THEM OR LOSE THEM
- 2 MINUTE HALF TIME, TIMEOUTS ARE 30 SECONDS
- GAMES COULD START EARLY SO MAKE SURE TEAMS ARE HERE AND READY TO PLAY
- NORMAL IAABO HIGH SCHOOL RULES APPLY WITH A FEW TWEAKS
- ON YOUR 5TH FOUL YOU ARE ALLOWED TO CONTINUE TO PLAY TILL YOUR 6TH FOUL BUT IF YOU PICK UP 6TH OPPOSING TEAM GETS (1) FOUL SHOT AND THE BALL ON SIDELINE
- 1ST OVERTIME IS 2 MUINUTE RUNNING TIME – EACH TEAM GRANTED 1 TIME OUT, NO CARRY OVER FROM REGULATION
- 2ND OVERTIME IS 1 MINUTE RUNNING TIME – EACH TEAM GRANTED 1 TIMEOUT – NO CARRY OVER
- 3RD OVERTIME – SUDDEN DEATH FIRST HOOP WINS – NO TIMEOUTS
- 1 ON 1 ON THE 7TH FOUL, DOUBLE BONUS ON THE 10TH
- IF YOU RECEIVE A"BEHAVIOR TECHNICAL" DURING COURSE OF GAME YOU ARE DONE FOR THE GAME. IF THE BEHAVIOR TECHNICAL TAKES PLACE AT END OF GAME OR ON YOUR PLAYING FOULING OUT THEY ARE SUSPENDED FOR ENTIRE NEXT GAME- MAKE SURE YOUR PLAYERS KNOW THIS FROM THE START
- IF YOUR PLAYER IS NOT WEARING THE LEAGUE REVERSIBLE THEY ARE NOT ALLOWED TO PLAY
- HEAD COACHES PLEASE MAKE SURE VOLUNTEER COACHES KNOW RULES AND PROPER BENCH DEMEANOR