

GYB RULES & SUMMARY

CLUB DIVISION

- Forfeit time is 10 minutes after scheduled game time
- Team must have **FOUR** players to start game
- **FOUR (10) minute quarters** with running clock
- Running clock stops only:

TIMEOUTS

LAST 2 MINUTES of 4th QUARTER

- 10 points or less any time during final TWO (2) minutes of the last period the clock shall be regulation time for the balance of the period
- 3 minute duration for half time
- OVERTIME → (2) minutes in duration running clock and last minute will be STOP CLOCK.
 - **DOUBLE OVERTIME** period shall be 1 minute STOP CLOCK
 - **TRIPLE OVERTIME** period decision goes to the team first to score
 - 1 timeout per overtime; timeouts do not carry over
- TIMEOUTS will be 45 seconds each team will be allowed 2 timeouts each HALF.
- Team will advance the ball to half court after timeout
- PENALTY free throws will be shot on the 5th team foul (2 free throws) resets every quarter.
- Lane consist of 2 offensive and 4 defensive players
- Players cannot leave their position on the lane until **the RELEASE**
- 5 personal fouls = FOULED OUT
- 2 technical fouls = FOULED OUT
- 1 ejection = LEAVE GYM
- Technical fouls count towards TEAM FOULS not personal foul
- Technical foul = 1 Shot plus possession of ball
- If you are in bonus with a technical foul = 2 Shots plus possession of ball
- If you are in double bonus with technical foul = 3 Shots plus possession of ball

- **MERCY RULE**
(The scorekeeper shall notify the referee to implement the mercy rule)
 - If a team has a **25-point lead** at any time during the game the team with the lead cannot apply full court pressure unless the lead drops back under 15 points.
 - If a team has a **35-point lead** any time during the game, the team with the lead must play defense with 2 feet behind the 3-pt line unless the lead drops back under 25 points.
 - Full court press allowed all game until mercy rule is in play.