

# **Flyers Spring Classic Rules**

## **May 14-16, 2010**

Halftime is 4 minutes long

Warm-ups are 5 minutes long

Each team is given 3 (45 second) timeouts per game. No carryover in overtime. Each team is allowed 1 timeout per overtime session.

Overtime will last 2 minutes

Regulation foul line to be utilized. *Grade 4 ONLY can jump over the line*

Three point line is in effect.

Team fouls will begin on the 8<sup>th</sup> foul of the half. All 1 and 1 fouls thereafter. No double bonus

Personal fouls: 5 per player.

20 point mercy rule in second half. Clock becomes continuous.

Game Lengths:	4 <sup>th</sup> - 6 <sup>th</sup> Grade	12 minute halves
	7 <sup>th</sup> - 12 <sup>th</sup> Grade	14 Minute Halves

Clock Stops on all normal whistles

### **Tie Breaker**

- 1. Head to Head**
- 2. Point Differential ( maximum of 15 per game )**
- 3. Head To Head**

**\*\*\* In a 3 way tie. Throw out the top team(they are 1<sup>st</sup>) via point differential and go back to head to head to decide the next place of the 3\*\*\*\***

**28.5 Sized balls used for all girls divisions and boys grades 3-6**

**Admission is as Follows Daily: \$7 Adults, \$4 Senior Citizens & Children  
With a \$14 Weekend Pass Available**

**\*\*\*\*Teams MUST PROVIDE 1 TABLE OPERATOR\*\*\*\***