

NORTH ANDOVER FALL BALL 2019 - RULES OF ENGAGEMENT

- (2) 15 MINUTE STOP TIME HALVES
- (2) TIMEOUTS PER HALF - USE THEM OR LOSE THEM
- 2 MINUTES 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
- EACH PLAYER HAS 6 FOULS BEFORE EXCLUSION
- 1st OVERTIME IS 2 MINUTES RUNNING TIME - EACH TEAM IS GRANTED 1 TIMEOUT - NO CARRY OVER
- 2nd OVERTIME IS 1 MINUTE RUNNING TIME - EACH TEAM IS GRANTED 1 TIMEOUT - NO CARRY OVER
- 3rd OVERTIME- SUDDEN DEATH FIRST HOOP WINS - NO TIMEOUTS
- 1 AND 1 ON THE 7TH FOUL, DOUBLE BONUS ON THE 10TH
- OFFICIALS ARE MANDATED TO CALL BEHAVIOR TECHNICALS ON ANY BEHAVIOR ISSUE. A TECHNICAL RESULTS IN YOUR PLAYER BEING REMOVED FROM THE GAME FOR 5 MINUTES. TWO TECHNICALS IN THE GAME YOU ARE DONE FOR THE GAME AND SUSPENDED FOR THE NEXT GAME - **MAKE SURE YOUR PLAYERS KNOW THIS FROM THE START**
- ANY TEAM FORFEITING A GAME ARE TERMINATED FROM THE LEAGUE
- IF YOUR PLAYER IS NOT WEARING THE LEAGUE REVERSIBLE THEY ARE NOT ALLOWED TO PLAY
- HEAD COACHES MAKE SURE YOUR VOLUNTEER COACHES KNOW RULES AND PROPER BENCH DEMEANOR
- **NEW IN 2019:** BALL ADVANCES TO ½ COURT ON ANY TEAM TIMEOUT IN THE FINAL MINUTE OF THE GAME