

## House of Hoops 9th Grade Summer League Rules(Kasson)

### Game Format

- Games will consist of **two 18-minute running-time halves**.
- **Halftime** will be 3 minutes.
- There will be **5 minutes between games**.
- House of Hoops will do everything possible to keep games running on schedule. Teams should be ready to play at their scheduled game time.

### Clock Rules

- The clock will run continuously throughout the game.
- During the **final 2 minutes of the second half**, the clock will stop on all dead balls **unless one team is leading by 15 points or more**.
- If the score differential is 15 points or greater during the final 2 minutes, the clock will continue to run.

### Fouls

- **Individual player fouls will not be recorded.**
- **Team fouls will be recorded and tracked.**
- All shooting fouls will result in **one free throw worth two points (1-for-2 free throw rule on a 2-point attempt, or 1-for-3 free throw on a 3-point attempt).**
- Teams will enter the **bonus** after their **7th team foul**.
- Teams will enter the **double bonus** after their **10th team foul**.

### Technical Fouls

- A technical foul will result in:
  - **Two points are awarded to the opposing team**
  - **Possession of the ball is awarded to the opposing team**
- Any player receiving **two technical fouls in the same game** will be ejected and may no longer participate in that contest.

### Sportsmanship

- Players, coaches, and spectators are expected to demonstrate good sportsmanship at all times.
- Arguing with officials, disrespectful conduct, profanity, or unsportsmanlike behavior will not be tolerated.
- Any spectator who engages in inappropriate behavior may be asked to leave the facility.
- Players or coaches displaying inappropriate behavior may be subject to technical fouls, ejection, or additional disciplinary action at the discretion of tournament staff.

### **Officials and League Administration**

- Officials' decisions are final.
- House of Hoops reserves the right to address situations not specifically covered in these rules and to make decisions in the best interests of the league, participants, and the overall experience.

## **GBB SUMMER LEAGUE RULES - 2026**

Summer League is not about wins and losses. It is about getting your team to play together and improve. To help foster this idea, each "game" will consist of three 15-minute contests. It will be running time for the first 14 minutes and stop time for the last minute.

Free throws will only be shot in the last minute of each mini game. All non-shooting defensive fouls in the last minute are one-and-one free throw shots. Shooting fouls during the last minute are shot like normal. Fouls during running time will result in points (1 point for non-shooting fouls & possession, 2/3 points for shooting fouls depending on where the shot takes place, 'and 1' for shooting fouls that are made). This should allow teams to compete for the entire playing time and there will not be the loss of focus because of a big lead/deficit. No personal or team fouls are kept. Offensive fouls are just a change of possession during both running and stop time. No points should be awarded for offensive fouls.

Each mini game will start with a jump ball. You go away from your bench for the first mini game and toward your bench for the last two.

The score resets back to 0-0 for each 15-minute contest. (No overtime, games that are tied after 15 minutes end in a tie.)

Each team gets one 60-second timeout per 15-minute mini game. No carry-over.

Technical Fouls – There better not be any, but just in case there are, it is an automatic two points and possession of the basketball for the other team.

Shot Clock - It is up to the host school each night if they are going to have someone running the shot clock. Summer league games can be played with or without it.

### **Wasioja Boys League**

Includes Chatfield, D-E, Goodhue, Lake City, PEM, Pine Island, Red Wing, Z-M

Two 20 minute halves, stop time only the last minute of each half if within 10 points

Clock stops for injuries

Score clears at the end of each 20 minutes

3 minute halftime, 5 minutes between games if time allows

Two full time outs per 20 minute half

Regular bonus rules, no individual fouls kept

All shooting fouls will be 1 FT shot for the point value of the shot attempt (1 FT for 2 or 3 if shot is missed)

No overtimes

### **Tuesday night Girls League**

Each game consists of three 15 minute running time mini-games. Score clears after each 15.

