



Rocky Mountain Elite League Rules

All games will be played under MHSА rules with the following exceptions:

- All games will be 2 halves with a 17:00 minute running clock. The clock will only stop in the final 2 minutes of the game if the score is within 12 or less. This will drop to 8 points in the final minute.
- 6 personal fouls per game
- Home team is listed second and should wear light colored jerseys, Away team is listed first and should wear dark colored jerseys. Think of the word vs. as @.
- Game balls will be provided
- 1 and 1 at 5 team fouls, no double bonus at any point
- All shooting fouls will result in 1 shot worth the number of potential points available. For example, if fouled during a 3pt shot a player will shoot 1 free throw worth 3 points. In the event a player is fouled and makes a shot, the and 1 free throw will be worth 1 point as always.
- 29.5" ball
- Max of 7 players per roster
- Players must play in at least 4 games prior to the championship weekend to be eligible unless the player receives approval from the Tournament Director (IE recovering from injury etc).
- If a player who is not on the roster plays in a game that team will automatically forfeit the game regardless of the result and/or time the infraction was discovered.
- Rosters lock after a team's first game of the season, please make sure to add an extra player or 2 in case of injury, availability, etc. that way other teams are not impacted by a team's inability to put 4 players on the court.
- **PLAYERS CANNOT PLAY ON MULTIPLE TEAMS**

- Technical fouls are an automatic 3 points and possession.
- If a player receives 2 technical foul they will be ejected from the game. If a coach receives 2 technical fouls he will be ejected from the game. This will reset each game. A technical foul from a previous week/game will have no bearing on the next game.
- 3 30 second timeouts per game. In the event of overtime each team will receive 1 30 second timeout per overtime. Any unused timeouts from regulation or previous overtimes will not carry over.
- Overtime will be 2:00 for the first 2 overtimes, if a third and any subsequent overtimes occur, they will be 1:00 until a team has won.
- Teams are allowed to play with 3 players if a player fouls out. They are not allowed to start a game with 3 players unless they have received permission from the League Director.
- Game time is forfeit time if a team is not ready to play. Official's may allow for a shortened game if they agree to do so. We will have a 3-minute grace period.
- Tie Breakers- 1. Overall Record 2. Head-to-Head Record 3. Point Differential (max of 25 per game) 4. Points Allowed 5. Points Scored 6. Coin Flip