

**PEAK HOOPS SEATTLE presents:**

# **The BEST of the BEST**

## **High School**

### **LEAGUE**

#### League Rules

**Washington State High School Federation rules with the following exceptions:**

1. Games will be two **20-minute running clock halves**. Clock will stop inside of two minutes both halves unless there is a 20-point lead.
2. Teams are allotted 2 time-outs per half, no carry-over
3. 5-minute grace period will be given before a game is forfeited. The forfeit goes as a 15-0 win for tiebreakers
4. If two or more teams are tied in a pool, the Tie Breakers are:
  - a. 1<sup>st</sup> head to head
  - b. 2<sup>nd</sup> Point Differential between the 3 or more teams tied, up to a +15
5. Warm Up Time between games will be a minimum of 5 minutes
6. All Technical & Intentional fouls are automatic 2 points and the ball
7. 2 technical fouls and you are disqualified for your teams current and next game
8. Overtime- 1<sup>st</sup> Overtime 2 minutes stop clock (Timeouts carry over); 2<sup>nd</sup> Overtime 1-minute NO Time Outs 3<sup>rd</sup> Overtime sudden death NO Time Outs
9. 20 Point Rule: If one team leads another by 20 points or more the clock will run in the 2<sup>nd</sup> half; once the score is under a 20-point differential, regular play will resume.
10. Coaches are responsible for the conduct of their fans
11. All team players must be registered for the respective school they are competing with.
12. All teams must provide their own team jerseys (white and dark).
13. Each team must provide one volunteer for the score table for their game.
14. No food in the gyms.