

# Skyline Summer League Rules

**After the first week of games there have been a few rules modifications to make it better for everyone. Rule modifications are highlighted.**

**Game Length:** Games will consist of four 16 minute quarters. The clock will stop the last minute of each quarter.

**Timeouts:** Each Team is permitted 2 timeouts total

**Overtime:** The team that wins 3 quarters wins the game. If teams both win 2 quarters, it goes to O.T. O.T. will be a jump ball and sudden death.

**Quarter ties:** If quarter 1,2,3 end in a tie, the quarter carries over. If quarter 4 ends in a tie, Victory goes to the team that won 2 quarters.

**Fouls:** Normal high school rules apply for Free throws. Shoot 1 and 1 after 7. Shoot two free throws on shooting fouls and after 10 team fouls.

**Halftime:** After 2 quarters, teams switch sides. There will be a 5 minute halftime

**Player Fouls:** Each player gets 6 fouls before they foul out

**Technical:** Any technical foul will result in automatic 2 pts plus possession.

**All other High School Federation Rules Apply**

**Uniforms:** Each Player is required to wear a numbered jersey. First team listed will be light colored jersey and consider home team. Second team listed will be dark colored jersey and considered visitor team.

**Concessions:** There will be a concession stand available.

**Training Room:** There will be ice available for anyone. Teams please bring your own training needs and supplies.

**Basketballs:** Each Team will be responsible for their own warm-up Basketballs. Game balls will be provided.

**Arrival:** Please arrive 20 minutes before your scheduled start time.

**Questions:** Contact Michael Wirth: 480-694-4835

**Spectator Admission:** \$2 per night, Kids 5 and under free

**Directions to Skyline High School:** U.S. 60 East to Crismon Rd, Go North on Crismon Rd. to 845 S. Crismon Rd.