

2012 Hudson Valley Joust Rules

16 minute half stop clock format

Foul out on 6th personal foul

10 second backcourt – 5 second held ball does not apply

5 second held ball *No 5 second closely guarded

1 and 1 bonus on 10th team foul

Double bonus on 12th team foul

Enter lane on release during free throw, shooter enter on rim.

3 – 1 minute timeouts per game – no carryover

3 minute warm-up

2 minute half time

2 minute overtime – 1 timeout

Running clock with 25 pt. Differential

Team must start game with 5 players but can finish with fewer.

NYS High School Federation rules apply.

Home team listed first on schedule is official book.

*All official's decisions are final.