



Spring High School League Rules Summary

1. **14 Minute Halves – Clock Stops on All Dead Balls**
2. **3 Full Timeouts per Game**
3. **3 Minute Halftime**
4. **No Jump Balls** – At the start of each game and overtime periods, a coin toss will determine which team is awarded the ball. Possession Arrow used from that point forward.
5. **2nd Half Running Clock:** Clock will run the 2nd Half when the lead is 20 Points or more with the exception of timeouts. The clock will stop running when the lead is below 20 points.
6. **Overtime: Possession determined by coin toss. 1st Overtime Period: 2 Minutes. 2nd Overtime Period: Sudden Death.**