



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. **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.
5. **3 Minute Overtime Period:** One additional timeout for each overtime. Unused timeouts from regulation play or previous overtime periods may **NOT** be carried over to the overtime periods.