



Middle School League Rules Summary

1. **6 Minute Quarters – Clock Stops on All Dead Balls**
2. **3 Full Timeouts for the Game**
3. **3 Minute Halftime**
4. **3 Minute Overtime** – One additional timeout for each overtime. Unused timeouts from regulation may **NOT** be carried over to overtime period.
5. **Pressing:** Pressing is allowed at all times with the exception of the 4th Quarter. Teams with a lead of 15+ Points **cannot press** in the 4th Quarter until the lead is below 15 points.
6. **Running Clock:** The clock will run in the 4th Quarter if the deficit is 15 points or more with the exception of timeouts. Once the lead is below 15 points, the clock will stop on all dead balls. The team leading by 15 may **NOT** press.
7. **Games will not start early** unless requested by both coaches.