

Century Rules

1. FIBA Rules shall prevail with the following modifications
2. Length of Games - Friday games are 4 eight-minute stop time quarters, and Saturday games are 4 nine-minute stop time quarters.
3. Tie Games- In the event of a tie there shall be a 3-minute overtime period. In the event of a tie after the overtime period there shall be a 5-player shoot out.
4. Bonus Situations - A team will be in a "bonus" situation on the 5th foul by the opposing team.
5. Alternating Possession - Games shall begin with a jump ball after which alternating possession shall be used.
6. Handling the ball-There will be no handling of the ball in the backcourt by the officials.
7. Team Scores- In Divisions where there is "Pool" or "Round Robin" play, teams will place depending upon their won/loss record. In the event of two teams having the same record, the head to head match-up will determine the order of finish. **Points against** would be the deciding factor where more than two teams finish with the same won/loss record.
9. If any team takes more than a 25-point lead the score shall remain frozen on the scoreclock, and only be kept on the score sheet.
10. Under 15, 17, and 19 boys shall use a size 7 ball. All other groups will use a size 6 ball
11. Technical Foul Rule
After receiving a technical foul, a player must sit the remainder of the half. If a technical is assessed on a player in the second half, that player is done for the game, even if the game goes into overtime.
- 12 . A shot clock will not be used but if a team is determined to be stalling the official can count down the time.