



Clover ROC Classic Rules

- Teams must be at their court by the schedule game time regardless if there are games running behind. We recommend you arrive 15 minutes early.
- Officials will call fouls and violations. There will be one official per court.
- A field goal is worth 1 point. A basket made behind the 3 point line is worth 2 points.
- The games will go until a team reaches 15 (must win by 2 points OR reach 20)
- All games will have a 25 minute time limit. The clock will only stop for injuries.
- The team leading at the end of 25 minutes will be declared the winner.
- If the game is tied after 25 minutes the ref will flip a coin to determine possession and the first team to score wins.
- A team may sub during any dead ball situation.
- Shooting fouls will result in 1 free throw and that same team will retain possession.
- “And 1” situations will still result in 1 free throw and possession.
- Fouls behind the three point line will result in 1 free throw and possession.
- On and after the 5th non-shooting foul will result in 1 free throw and possession.
- The official may assess a technical foul for any misconduct, flagrant, or intentional fouls. This would result in 2 free throws and retaining possession.
- Before the game each team will designate and let the official know who the Team Captain is for that game. The Team Captain will be the spokesperson for their team.
- The ball will change possession after each scored basket. (No make it take it)
- Jump balls will go to the defense. (No alternating possession)
- All dead balls will begin at the top of the court. The offense must “Check” the ball before putting it into play and then must begin by passing the ball in.
- The ball must be “taken back” to the designated line on the court on every change of possession.