

2023 GCSO RULES

FIBA with Modifications

- **9-minute stop-time Quarters**, 1-minute between Quarters, 5-minute Half-time.
- **Time-Outs** – 30-seconds – Two [2] per half, one [1] in OT
- **24-second Shot Clock** – managed by Official, with 10-second verbal warning
- **Overtime** games will be first team to score **5 points** wins. Clock will be set to 5-minutes to start.
- **Time limits** – Game slots are 1 hour, and 30 minutes and games should not exceed 1 hour and 15 minutes. Part or all the fourth quarter may be run as straight time to ensure a game is completed in the time allotted. For games with less than a 10-point differential, the last two minutes should always be stop time. Time management is the decision of the game officials, their supervisors, or Tournament Organizer.
- **Warm-Up: A minimum of 6 minutes**
- **Defenses:** All types of defenses, (zone and man to man), and presses, (full and half), will be allowed.
- **Mercy Rule** [25-points] will be utilized, in the demonstration of fair play, Officials will step in to enforce “No Press”. In U11, U13, U15, High School Bronze and Silver. **Not** High School Gold or Open divisions.
- **Ball Sizes:** Size 7 – Boys, Size 6 – Girls, Size 6 - U11 & U13 Boys.
- **3-point arc** – closes to the Basket

Game Time Management

- All game slots are 1-Hour, 30-minutes
- Games should be completed within 1-hour, 15-minutes
- Games running beyond the expected time allotment may require proactive action by the Officials.
 - If the 1st Half has taken more than 45-minutes, the 3rd & 4th Quarters will be reduced to 7 or 8 minutes. Stop-Time is applicable.
 - Run-time if the point spread is more the 25-points in the 2nd Half.
- **Do not use Run-time** if the game can be completed in the allotted time.