

R-G MARINE CORPS LEAGUE RULES

1. Game clock

- Clock will continue to run during the first half regardless of the score.
- Game clock will stop on all fouls and violations in the last two minutes of the second half only. Play **will not** automatically stop at 2 minutes if there is not a dead ball foul. Referees will be advised that two minutes remain.
- At the two minute mark in the second half the clock will stop for all fouls and violations as long as the lead is 14 points or less. If the lead becomes 15 points or higher the clock will continue to run.
- Each team has three timeouts per game. One per half and a floater.

2. Free Throws:

- Free throws will be shot as they occur in the game. The clock will not stop unless it is within the last two minutes of the game and the lead is 14 points or less.
- Free Throws occurring within the final 2 minutes of the game will only be shot if it will allow the team to reach a margin of 14 points or less and will be shot at the time of occurrence.
- High School rules will apply for free throw shots.

3. Fouls:

- Players will foul out on their 5th personal foul.
- Bonus applies on the 7th team foul of the half. Teams will shoot one and one.
- Double bonus applies on the 10th team foul of the half. Teams will shoot two free throws.

4. Misc

- Calls made by referees are final unless the conflict with established rules. Coaches are the only ones that are to address referees during the game. Continued arguing that interferes with the progress of the game may result in the individual/team being ejected.
- If a player is ejected they are suspended for the next scheduled game. If a player is on suspension and continues to play the team will automatically forfeit the game regardless of outcome.
- Physical altercations of any kind will result in ejection from the game and possible season suspension as determined by the commissioner.

Any rule not covered will fall under the NFHS ruling.