

BRODIE GAME RULES



FOULS & FREE THROWS

- **8TH TEAM FOUL PER HALF IS A 2 FREE THROW PENALTY.**
- **ANY FOUL WITHIN THE LAST 10 SECS OF THE 1ST HALF WILL LEAD TO 2 FREE THROWS.**
- **2 FOULS WITHIN THE LAST 2 MINS OF THE 2ND HALF IS A 2 FREE THROW PENALTY.**
- **6 PERSONAL FOULS DISQUALIFICATION (TECHNICALS COUNT AS PERSONAL FOULS).**
- **ALL TECHNICAL FOULS ARE 1 FREE THROW.**
- **2 PERSONAL TECHNICAL FOULS IS A AUTO EJECTION. PLAYER MUST LEAVE IMMEDIATELY.**
- **EACH PLAYER IS ALLOWED A MAXIMUM OF 10 SECONDS TO SHOOT A FREE THROW.**

LATE & FORFEIT RULES

- **IF A TEAM DOES NOT HAVE 5 PLAYERS BY THE SCHEDULED GAME TIME, THE CLOCK WILL BEGIN TO RUN. THE OPPOSING TEAM WILL BE GIVEN 1 POINT PER MINUTE UNTIL THE MISSING PLAYER(S) ARRIVE. GAME CLOCK WILL NOT BE RESET IF MISSING PLAYER(S) ARRIVE. IF A TEAM STILL DOES NOT HAVE 5 PLAYERS BY THE END OF THE FIRST HALF THE GAME WILL BE FORFEITED.**
- **ALTERNATIVELY, TEAMS MAY DECIDE TO PLAY 4V4 IF BOTH TEAMS AGREE.**

BRODIE GAME RULES



GAME FORMAT

- **EACH GAME WILL CONSIST OF TWO 20 MIN RUN TIME HALVES.**
- **STOP TIME LAST 2 MINS OF 2ND HALF IF POINT DIFFERENTIAL IS 10 POINTS OR LESS.**
- **OVERTIME IS 2 MINS WITH STOP TIME. POSSESSION IS DETERMINED BY ARROW.**
- **IN CASE OF 2ND OVERTIME IN REGULAR SEASON, THERE WILL BE A TIP-OFF. FIRST TEAM TO SCORE WINS.**
- **IN PLAYOFFS, THERE ARE UNLIMITED OVERTIME PERIODS.**
- **2 LIVE BALL TIMEOUTS PER TEAM PER HALF.**
- **1 LIVE BALL TIMEOUT PER OVERTIME PERIOD.**
- **PLAYER MUST NOT DRIBBLE IF TEAM WISHES TO CALL A TIMEOUT TO ADVANCE THE BALL.**

UNIFORM & PLAYER ELIGIBILITY

- **PLAYERS CANNOT ENTER THE GAME WITHOUT A TEAM JERSEY OR SHORTS.**
- **SPECTATORS (FANS, PARENTS, KIDS) ARE NOT ALLOWED TO SIT ON THE TEAM BENCH.**
- **PLAYERS THAT REGISTER PRIOR TO THE START OF THE SEASON QUALIFY FOR PLAYOFFS.**
- **PLAYERS THAT REGISTER DURING THE SEASON MUST PLAY A MINIMUM OF 3 GAMES TO QUALIFY FOR PLAYOFFS. COMMISSIONER HAS FINAL DECISION ON PLAYOFF ELIGIBILITY.**
- **USE OF AN INELIGIBLE PLAYER(S) WILL LEAD TEAM TO AUTOMATIC FORFEIT.**