

LISD Middle School Basketball

Clock/Game Rules

7th Grade Basketball

- *Clock rules*
 - 5 minute warmup
 - 6 minute quarters
 - 5 minute half time
 - 3 minute overtime periods until there is a winner
- *Guidelines*
 - DI/DII**
 - If a team is ahead by 15 points, that team is not allowed to press.
 - If a team is ahead by 20, a running clock will be implemented
 - Clock stops during timeouts
 - Regular game clock resumes once the lead is cut to 15
 - DIII**
 - If a team is ahead by 15 points a running clock will be implemented.
 - Clock stops during timeouts
 - Regular game clock resumes once the lead is cut to 10
- NO zone defense or zone press
- NO half court traps
- **EVERY PLAYER PLAYS IN EVERY GAME**

8th Grade Basketball

- *Clock rules*
 - 5 minute warmup
 - 8 minute quarters
 - 5 minute half time
 - 3 minute overtime periods until there is a winner
- *Guidelines*
 - If a team is ahead by 20 points, that team is prohibited to press
 - If a team is ahead by 20, a running clock will be implemented
 - Clock stops during timeouts
 - Regular game clock resumes once the lead is cut to 15
- **EVERY PLAYER PLAYS IN EVERY GAME**

COACHES ARE PROHIBITED FROM REQUESTING A RUNNING CLOCK WHEN A GAME STARTS. PLEASE LET THE ATHLETIC OFFICE KNOW IF THIS OCCURS.