



SPACE & MOVE

Rules & Regulations

Pre-game

- Payment for Team registration by bank transfer to **Space Time & Move Ltd £150** alternatively **£5 per player/week**
- Attendance **10 min** before tip off in Uniform (team colour tops)
- 6 Players minimum : Max 10 players on the bench
- Respect the Venue, Staff, Officials and Opponents

In Game

- 36 Minute game, running clock
- 2 halves of 18 min
- 7 team fouls per half - free-throw penalty on the 8th
- 1 free-throw per penalty worth 2/3pt corresponding to foul
- **2 technical fouls = ejection from facility**
- Clock stops on free throws in last 2 minutes of the 2nd half
- 24 second shot clock as per usual - 14 seconds on fouls
- 1 time out per half/team
- 2 points for the win, 0 for loss
- Free throw shoot out in event of a tied score in regulation
 - 5 players alternating shots, sudden death thereafter.

Post Game

- **Last game participants Must leave the facility before 9:30 SHARP**