

1st-4th Grade Games Scoreboard/Clock Instructions

- 1st-4th grade plays four 8 minute quarters with a running clock.
 - Clock stops for:
 - Substitutions at the 4-minute mark of each quarter-referee will stop play.
 - Timeouts for the entire game.
 - Free throws during the 3rd and 4th quarters
 - All violations, fouls, and dead balls in the final 2 minutes of the 4th quarter.
- MERCY RULE: If at any time during the game a team is leading by 15 or more points, the clock will remain running except for timeouts and 4 minute substitutions.
- STOP PUTTING INPUTTING THE SCORE ON THE SCOREBOARD WHEN A TEAM IS LEADING BY 20 OR MORE POINTS. If the lead drops below 20 points then update the score board at your earliest convenience.

5th-6th Grade Games Scoreboard/Clock Instructions

- 5th-6th grade plays four 6 minute quarters with a stopping clock.
 - Clock will stop for:
 - Substitutions at the 3-minute mark of each quarter-referee will stop play.
 - Timeouts during the entire game.
 - All violations, fouls, and dead balls throughout the entire game.
- MERCY RULE: If at any time during the 4th quarter a team is leading by 20 or more points, the clock will remain running except for 3 minute substitutions and timeouts.