

Mesa Public Schools

Junior High Athletics

7th and 8th Grade Basketball - Competitive Game Rules

- All NFHS rules apply with the exception of the following.
- Game will consist of **four (4) six minute quarters** with stopped clock.
 - At the agreement of **both** coaches, the time for each half may be shortened or have a running clock.
- Halftime will be eight minutes.
- Teams will be allotted three (3) sixty second timeouts for the entire game.
- Overtime will consist of a three minute extra period.
- Timeouts will not be carried over to overtime.
- Each team is allowed one timeout per overtime period.
- Any player or coach receiving a technical foul will result in ejection from the game and will not be allowed to participate in the next scheduled game.
- Sportsmanship Rules:
 - Once the point differential reaches 20 points in the second half, the clock will continue to run with the exception of timeouts and injuries.
 - Once the point differential reaches 30 points in the second half, no score will be added to the team with the lead.

Skills Game Rules

- All NFHS rules apply with the exception of the following.
- Game will consist of two (2) twenty minute halves with a running clock.
- Halftime will be five minutes.
- Clock will stop the final two minutes of the second half, unless the lead is greater than 20 points.
- Team will be allotted three (3) sixty second timeouts for the entire game.
- Timeouts will not be carried over to overtime.
- Overtime will consist of a three minute extra period. Clock will stop in the final minute only.
- Each team is allowed one timeout per overtime period.
- Once a team reaches the bonus, one free throw worth two (2) points will be awarded with the exception of the final two minutes of the second half.
- All missed shot shooting fouls will be awarded one free throw worth two (2) points with the exception of the final two minutes of the second half.
- Any player or coach receiving a technical foul will result in ejection from the game and will not be allowed to participate in the next scheduled game.
- Mercy Rule: Once the point differential reaches 30 points in the second half, no score will be added to the team with the lead.