

Game Length, Shot Clock, Free Throw Bonus, and Home Team Rules

-AAA – 20-minute halves:: AA – 18-minute halves:: A-B - 16-minute halves:: C – 16-minute halves

-The shot clock will be 30 seconds for all NEPSAC contests. If a reset for a kick violation occurs and the shot clock is under 15 seconds, it will be reset to 15 only. If the shot clock is 15 or over and a kickball violation occurs, it will stay where it is with no reset.

-The foul total will reset at the half with 1-and-1 taking place on the 7th foul and 2 shots being given for the 10th foul and all subsequent fouls. *NEPSAC will not be adopting the Federation policies toward quarters and foul limits.*

-Frontcourt throw-in spots will be awarded using the 2023-2024 NFHS rule change, which designates new frontcourt throw-in spots for fouls and violations, other than typical out-of-bounds violations (the defense causes the ball to be out of bounds). Those four spots are depicted in this diagram:

-Games that take place between classes with different game lengths are to be played by the home team's rules (unless a NEPSAC-affiliated league policy dictates otherwise).

NFHS policies/updates for the 2024-2025 season can be found [HERE](#).

Game Rules

-AAA will play all games by NCAA rules except for any issues centered around ejections and/or discipline of players, teams, or coaches. In those cases, NEPSAC Code of Conduct policies will apply.

-Coaches do not need to sit after receiving a technical foul. (AAA-C)

-The home team wears dark uniforms and the visiting team wears light uniforms unless previously agreed upon by both Athletic Directors and Coaches. (AAA-C)

-Dunking is permitted in warmups so long as it is done without compromising the spirit of sportsmanship [no hanging on the rim, no celebratory behavior afterward, etc.]. (AAA-C)

-AA Home/League Games will stop the clock on made baskets at the last minute of the game.

-Except for any modifications listed on this sheet, all other rules for Classes AA, A, B, and C will follow NFHS rules.