

DMV LIVE – EVENT RULES & POLICIES

Team Check-In

1. Teams must check in a minimum of **one hour prior** to their first scheduled game.

Warm-Ups & Basketballs

2. Teams will receive a minimum of **4 minutes of warm-up time** before each game.
3. Each team will be provided with **two basketballs** for warm-ups. Teams are welcome to bring additional basketballs.

Uniforms & Rosters

4. Teams are required to bring both **light and dark uniforms**.
All jersey numbers must match the official roster submitted prior to the event.

Official Scorebook

5. Legit Stats will serve as the official scorebook for all games.

College Coaches Seating Area

6. High school players, coaches, parents, fans, and non-approved personnel are **strictly prohibited** from entering the college coaches seating section.
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GAME RULES

Team Fouls

7. Traditional foul rules will be used:
 - **7 team fouls** = One-and-One Bonus
 - **10 team fouls** = Double Bonus (Two Free Throws)

Halftime

8. Halftime will be **3 minutes**.

Timeouts

9. Each team receives:
 - Two (2) 30-second timeouts
 - One (1) full timeout

Unused timeouts carry over into overtime.

Shot Clock

10. Games will use:
 - **30-second shot clock**
 - **20-second partial reset**

Closely Guarded Rule

11. A 5-second closely guarded count will only be enforced on the **hold**.

Game Length

12. Games consist of:
 - Two (2) 16-minute halves
 - Stopped clock format

Mercy Rule

12A. If a team leads by **20 or more points with under 3:00 remaining**, the clock will run continuously except during free throws or timeouts.

- Free throws will remain stopped-clock situations.
 - Regular clock rules resume if the lead drops below 20 points.
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OVERTIME RULES

13. Overtime will use a **First Team to Two Points Wins** format.

Additional OT rules:

- Teams do **not** receive an additional timeout.
- Team fouls reset to zero at the start of overtime.
- Each team has **one foul to give**.

- After a team's foul to give has been used, any subsequent non-shooting foul results in a **One-and-One** situation.
 - There is **no double bonus** in overtime.
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GAME MANAGEMENT / TIME ADJUSTMENTS

14. If games fall behind schedule, Court Monitors and Event Management reserve the right to adjust:
- Length of halves
 - Halftime duration
 - Warm-up periods
 - Other timing procedures

Due to NCAA live period scheduling requirements, games must begin and end within designated windows. DMV LIVE reserves full discretion to make necessary timing adjustments to ensure all scheduled games are completed.

Whenever possible, these changes will be communicated prior to the start of a game or half, though adjustments may occur during live play if necessary.

PERSONAL FOUL POLICY

15. Players do **not foul out** of games.

However, once a player commits their **5th personal foul**, every personal foul thereafter carries:

- One (1) penalty free throw
PLUS
 - The normal result of the foul committed
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FOUL PENALTY EXAMPLES / FAQ

Example 1 – 5th Foul on a Shooting Foul

If a player commits their 5th foul on a shooting foul:

- Opponent shoots:
 - One (1) penalty free throw
 - Followed by the normal two free throws for the shooting foul
 - Ball becomes live after the final free throw.
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Example 2 – Overtime / 5th+ Foul / Non-Shooting Foul / Not in Bonus

(Reminder: each team has one foul to give in OT)

If a player with 5+ fouls commits a non-shooting foul while the opposing team is not in the bonus:

- Opponent receives:
 - One (1) penalty free throw
 - Followed by possession.
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Example 3 – Overtime / 5th+ Foul / Non-Shooting Foul / Bonus Situation

If a player with 5+ fouls commits a non-shooting foul while the opposing team is already in the bonus:

- Opponent receives:
 - One (1) penalty free throw
 - Followed by a One-and-One opportunity.

Reminder: Overtime remains **First Team to Two Points Wins**.