



2017 Hudson Valley Knights Joust Rules

16 minute half stop clock format for 6th grade and up and 14-minute half stop clock for 5th grade

Foul out on 6th personal foul

10 second backcourt

Bonus (2 shots) on 10th team foul

Enter lane on release during free throw, shooter enter on rim.

Each team will receive 3 timeouts per game

3 minute warm-up between games. Please be prepared to play ahead of schedule if time permits. Arrive at gym no later than 15 minutes prior to scheduled game.

2 minute half time

2 minute overtime – 1 additional timeout

Running clock (2nd half) with 20 pt. differential with no pressing allowed

Home team listed first on schedule is official book, must wear white or light colored uniform.

*All official's decisions are final.