

MAGIC MADNESS

RULES

16 Minute halves Stop and Go Time

4 Time outs per game

3 Minute overtime with one Time out. You may NOT carryover any

you have left from Regulation

One and One on the 10th Foul *NO DOUBLE BONUS*

Half-time will be 5 minutes

If both teams are early and the referees are there, they may start the

game ahead of schedule at the discretion of the site director.

Additional Overtime Rules

1st overtime if no winner is determined will be followed by 2 minute

overtime. If 2nd overtime produces no winner there will be 1 minute

overtime. If still tied there will be Sudden Death overtime.