Summer League Coaching Information

League Rules

- Two 20-minute halves, running clock until final minute of each half
- 15 point lead in last minute of 2nd half clock is only stopped for time-outs
- 15 point lead in the 2nd half no full court press
- Overtimes are "sudden victory" first team to score is winner
- 5 minute running clock is used for entire overtime, if neither team scores, game is declared a tie
- Timeouts 2 per half, 1 minute each, they do not carry over, 1 total timeout per team in overtime
- Warm-up times between games will be adjusted to stay on schedule, but there will be a minimum of 5-minutes between games
- Bring your own basketballs for warm-up
- Complete your lineup and give it to the scorer as soon as you can prior to the game.
- A team can start a game with only 4 players, but finish a game with any number of players.
- A team may only use players who are listed on your roster during games.

Game Locations

- Hesston High School
 - o Main Gym
 - Auxiliary Gym
 - New Gym
- Hesston Middle School
- Hesston College