

DIVISION	GOAL HEIGHT	BALL SIZE	FREE THROWS	LANE VIOLATION	DEFENSE/BACKCOURT PRESSURE	FULL COURT PRESSING	MERCY RULE	LENGTH OF GAME, TIME-OUTS & MISC. PROVISIONS
<b>5 &amp; 6 CO-ED</b>	8'	27.0	10' <ul style="list-style-type: none"> <li>Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	10 seconds	<ul style="list-style-type: none"> <li>man-to-man only <ul style="list-style-type: none"> <li>switching is NOT permitted</li> </ul> </li> <li>no double teaming</li> <li>no trapping</li> <li>On transition defense, the defensive team must take a defensive position behind the three point line of the goal they are defending. <ul style="list-style-type: none"> <li>Once the offensive team has crossed half court, the defense will be allowed to come out of the three point line after a 10 second count by the official.</li> </ul> </li> </ul>	Not allowed at any time	None	<ul style="list-style-type: none"> <li>Four (4) 8-minute quarters.</li> <li>The offensive team MUST wait until the defensive team has taken up position behind the 3-point line prior to taking the ball past half court. NO FAST BREAKS!</li> <li>Coaches will be permitted on the court to help instruct players during the game but they must remain outside the 3-point arc.</li> <li>No score will be kept.</li> <li>Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>Time-outs</li> <li>On referee signal</li> </ul> </li> </ul>
<b>7 &amp; 8 BOYS</b>	9'	28.5	12' <ul style="list-style-type: none"> <li>Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	5 seconds	<ul style="list-style-type: none"> <li>man-to-man defense allowed <ul style="list-style-type: none"> <li>switching is permitted</li> </ul> </li> <li>Zone defense allowed</li> <li>no double teaming</li> <li>no trapping</li> <li>Can only stop a fast break in the backcourt unless full court press is allowed.</li> </ul>	<ul style="list-style-type: none"> <li>Last two (2) minutes of the fourth quarter</li> <li>If at any time during the last two minutes of the game, a team goes up by more than 10 points, no full court pressure will be allowed until such time as the score differential falls below 10 points.</li> <li>The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul>	10 points	<ul style="list-style-type: none"> <li>Four (4) 10-minute quarters</li> <li>Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>Time-outs</li> <li>On referee signal</li> <li>During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 10 or more points.</li> </ul> </li> <li>Fast breaks are allowed at any point during the game.</li> <li>In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
<b>9 &amp; 10 BOYS</b>	10'	28.5	13' <ul style="list-style-type: none"> <li>Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>Man-to-man defense allowed</li> <li>Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>Last two (2) minutes of the second and fourth quarters <ul style="list-style-type: none"> <li>If at any time during the last two minutes of the game, a team goes up by more than 15 points, no full court pressure will be allowed until such time as the score differential falls below 15 points.</li> <li>The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	15 points	<ul style="list-style-type: none"> <li>Four (4) 10-minute quarters</li> <li>Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>Time-outs</li> <li>On referee signal</li> <li>During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 15 or more points.</li> </ul> </li> <li>Fast breaks are allowed at any point during the game.</li> <li>In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

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<b>11 &amp; 12 BOYS</b>	10'	29.5	15' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game. <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	20 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
<b>13 &amp; 14 BOYS</b>	10'	29.5	15' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game. <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	20 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

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<b>15- 18 BOYS</b>  <b>*Must be currently enrolled in school</b>	10'	29.5	15'  <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game.               <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	20 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for:               <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period.               <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
<b>2<sup>nd</sup> &amp; 3<sup>rd</sup> GRADE GIRLS</b>	9'	28.5	13'  <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	5 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Last two (2) minutes of the fourth quarter               <ul style="list-style-type: none"> <li>○ If at any time during the last two minutes of the game, a team goes up by more than 10 points, no full court pressure will be allowed until such time as the score differential falls below 10 points.</li> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	10 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for:               <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth quarter unless a team is up by 10 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period.               <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

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4 <sup>th</sup> & 5 <sup>th</sup> GRADE GIRLS	10'	28.5	13' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Last two (2) minutes of the second fourth quarter <ul style="list-style-type: none"> <li>○ If at any time during the last two minutes of the game, a team goes up by more than 15 points, no full court pressure will be allowed until such time as the score differential falls below 15 points.</li> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	15 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth quarter unless a team is up by 15 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
6 <sup>th</sup> - 8 <sup>th</sup> GRADE GIRLS  <i>*Rules are subject to change at the discretion of the league coordinator</i>	10'	28.5	15' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 15 points or greater at any time during the game. <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	15 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth quarter unless a team is up by 15 or more points.</li> </ul> </li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>