



## REGULATIONS

- **ROSTER SIZE** - 6 player limit (must have 3 players to start the game). All games are played Half Court.
- **GOAL HEIGHT** - Girls & Boys K-1st Boys (8ft). Girls & Boys 2nd-3rd (8.5ft). Girls & Boys 4th & Up (10ft).
- **BALL SIZE** - Size 5 (27.5) Girls & Boys K-2nd. Size 6 (28.5) Girls 3rd-7th & Boys 3rd-5th. Size 7 (29.5) Boys 6th-12th.
- **REFEREES** - 1 per game
- **COACHING RULES** - Coaches are allowed to provide guidance during timeouts, and before and after games. Coaches can also make substitutions.

## IN GAME RULES

- **INITIAL POSSESSION** - Coin flip (winning the coin flip allows a team to start the game with the ball or decline in order to get the ball in a potential overtime).
- **STARTING POSSESSIONS** - To start the game and after any dead ball that requires checking the ball at the top, the ball must be passed in (not dribbled) from the X on the floor at the rear of the court (**Only for 4th grade and Up**). The ball must be checked up everytime a basket is made, a foul is called or if the ball goes out of bounds for grades (**K-3rd**).
- **TIME-OUTS** - Each team is allowed one 30-second timeout (TO) per game. Clock will stop during TO. NO timeouts are permitted in the last three minutes of the game.
- **GAME DURATION & SCORING LIMITS** - (**2**) **12 MINUTES HALVES** - (**K-3**) / (**2**) **15 MINUTE HALVES (4th grade - 8th grade)** - Running clock (except for TOs). The team with the most points at the end of the game wins.
- **SCORING** - Baskets made from inside the arc count as *one point*. Baskets made from behind the arc count as *two points*. Free throws count as *one point*.
- **MERCY RULE:** A mercy rule will apply if a team is up by more than 12 points halfway through the second half of the game. Ex: In a 2nd grade game, Kings are up 24-12 on the Knicks with 6 minutes to go in the 2nd half, the game is called.
- **POSSESSION FOLLOWING A SUCCESSFUL GOAL** - Defense gains possession (no make it – take it) The possession begins right underneath the hoop when the defensive team takes possession of the ball (**only for grades 4th and up**). Ball to be passed to a

player behind the arc (both feet) Defensive team not allowed to make a play for the ball until the ball is passed to another player after the ball is checked up after a successful goal.

- **POSSESSION FOLLOWING A DEAD BALL** - Check ball exchange behind the arc (at the top).
- **POSSESSION FOLLOWING A DEFENSIVE REBOUND OR STEAL** - Ball to be dribbled/passed behind the arc.
- **SUBSTITUTIONS** - Can occur in dead ball situations, prior to the check ball. Players must enter the game at the top of the court.
- **JUMP BALL** - All jump balls become possession of the defensive team.
- **FREE THROWS** - 1 free throw if fouled while shooting. 2 free throws if fouled while shooting behind the arc. 1 free throw if fouled while shooting and the shooter makes the shot. Free throws count as one point.
  - **6th Grade & ABOVE** - Following a made free throw the ball is live as soon as the ball goes through the basket and the opposing team can gain possession and clear. If the free throw is missed, the ball is live. The offensive team can rebound and play. If the defensive team rebounds the ball, the ball must be dribbled or passed behind the arc before it can be scored.
  - **5th Grade & UNDER** - Following a made free throw, the opposing team will check the ball at the top. If the free throw is missed, the ball is live. The offensive team can rebound and play. If the defensive team rebounds the ball, the ball must be dribbled or passed behind the arc before it can be scored.
- **TEAM FOUL LIMIT** - 6 team fouls. (Only for 4th Grade and up). 3rd and below (no fouls).
- **PENALTY FOR TEAM FOULS** - 7 fouls = Bonus (1 &1) & 10 fouls = Double Bonus (2 Free Throw Shots).
- **OVERTIME** - Golden goal. First team to score a point (1 pointer, 2 pointer or free throw) wins the game.