



# 2021/22

## Summaries of Rules

All Rules follow NFHS or NFMS unless set below

	6U	8U	10U	13U, 15U & 17U
Ball Size	27.5"	28.5"	28.5"	29.5"
Length of Quarters	6 minutes	8 minutes	9 minutes	
Halftime	5 minutes with 1 free throw per player	5 minutes with 1 free throw per player	5 minutes	
Goal Height	8'	9'	10'	
Foul Line	10'	12'	15'	
Number of Time-outs	3 (three) 60 second time-outs; 2 (two) 30 second time-outs			
	1- 60 sec. time-out per overtime period			
Clock Stops	Clock stops last 2 minutes of second quarter and last 2 minutes of 4th quarter on whistle; and all time-outs, injuries & anytime Referee calls their time			
Backcourt pressure	NONE	All 2nd Half	Full game	
		Unless lead >15	except Mercy Rule	
Mercy Rule	When lead exceeds 20 pts the clock will continue to run even during the last 2 minutes of the 2nd and 4th quarters. If lead dips back below 20 pts normal timing resumes			
Technical Fouls	2 Technical Fouls on player for Unsportsmanlike Conduct = Ejection from game and perhaps 1 or more game suspension			
Players				
Coaches	2 Technical Fouls on Coach results in Ejection from game			
Fans	Technical Fouls issued on Fans will result in removal from gym			
1 and 1 penalty	Will become effective on 7th Foul of each Half			
Double Bonus (2 shots)	Will become effective on 10th Foul of each Half			
Overtime Periods	2 minute per OT; Clock stops on all whistles during 1st OT, clock does not stop during subsequent except in Championship game clock will stop on all whistles. 30 seconds between OT periods. Jump ball on start of each OT			
Time outs	In all leagues the coach may call timeout from the bench, Ref is NOT responsible for noticing bench timeouts. Coach should train kids to echo timeout request.			
# of players	Each team may start with a minimum of 4 players. If you have a player running late they have to be on the book at start of game. Said player must play 2 quarters once arrived			
Grace Period	10 minute grace period for first game @ gym. After 10 min team with less players <b>Forfeits</b> game. Games will still be played and reffed! All other games have a grace period built into the time frame			
Halftime Free-throws	1 per player based on score book, team with less players gets 1 extra per less player chosen by opposing coach	NONE		
Playing time	All players are to play equal amounts of time OR at least 2 quarters each. Unless there is a medical necessity for a player to play less. This will need to be addressed through league president.			