



2019/20 Rule Breakdown

General Rules for all Divisions

ALL RULES FOLLOW NFHS AND NFMS UNLESS SET BELOW

Number of Players: In order to have an official game you must have a minimum of 4 players to start. The first game of the day will have a 10-minute grace period to start. All other games during the day will be started on time. If you know that your 5th (or more) player is on the way they have to be on the book at the start of the game and will be required to play their full amount of time once they arrive.

At anytime a game is **forfeited** for lack of players the game will still be played and the team that has more players can loan players throughout the game to make full teams. These games will still be officiated for consistency. The loaned-out players need to change every quarter so the loaned-out player still gets playing time with their respective team.

Playing Time: All players are to play at least 2 full quarters during every game. This does not have to be in full quarter, it can be in 4 partial quarters as long as it equals out to 2 full quarters.

IF a player has a medical necessity to play less this needs to be addressed with the league president prior to start of season or when necessity starts.

Overtime: At the end of regulation play and the game is tied during a regular season game, there will be 2-minute overtime periods with the clock stopping on every whistle during the first period and running non stop during all subsequent periods. The one exception of this will be that during the championship games ALL overtime periods will stop on every whistle.

Full Court Pressure: During the 6U division this is not allowed during the game at any time. The 8U division will be allowed to press during the whole 4th quarter. The 10U division will be able to press during the whole 2nd half and all subsequent divisions (13U, 15U & 17U) will be allowed to press during the whole game.

IF the lead exceeds the division set maximum the press is to stop until the lead drops back below allowable maximum.

- 6U = N/A
- 8U = 10 pts
- 10U = 15 pts
- 13U, 15U & 17U = Mercy rule applies

Mercy Rule: At anytime during a game if the lead is at least 20 pts the mercy rule will be in effect. The clock is to run non stop even during the last 2 minutes of the 2nd and 4th quarters. IF the lead drops back below the 20-pt. mark the clock will resume stopping if during the 2-minute periods of the 2nd and 4th quarters.

1 and 1 Free-throw: This will start on the 7th team foul per half.

Double bonus Free-throw: This will start on the 10th team foul per half.



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Technical Fouls: Technical fouls will be assessed as personal fouls and also TEAM fouls.

Technical Fouls on coaches will result in two free throws and possession of the ball be given to the opposing team. Any coach receiving two technical fouls in a game will be ejected from the gym and suspended from his/her next game. Any ejections (including parents) will incur a suspension for the next game also. Referees are responsible for immediately (within 2 hrs.) notifying director of an ejection that happens.

Referees will not allow inappropriate language while on the court, at any time a referee hears a player using an appropriate language during a game a technical will be assessed to said player.

Referees will not tolerate players questioning calls on the court. If this rule is not followed the referees can and will assess a technical after the 1st warning has been issued. IF a warning is issued, the coach of the offending team will be notified of such.

If at any time, during practice, a game or even on school property during either, a player gets into a fight or throws a punch said player will be ejected from game and suspended from 1 or more games and could be subject to dismissal from the league for the current year or life. **FIGHTING WILL NOT BE TOLERATED!**

IF at anytime a parent or another adult comes onto the court and addresses any player, coach or official in an aggressive manor by voice or threatening approach, said adult will be removed from the gym and will be subject to dismissal from the league for rest of season or lifetime suspension from the league.



2019/20 Rule Breakdown

6U Specific (ages 4-6)

Goal Height: 8 ft. from floor to top of rim

Basketball Size: 27.5"

Clock: Game is to consist of 4 6-minute quarters and 1 5-minute half time. Clock will stop on all timeouts, injuries or referee time. The clock will also stop the last 2 minutes of the 2nd and 4th quarters on whistle. Half time clock will not start until each player has had his/her free-throw attempt (*see half-time*).

Overtime, if needed, will be played as 2-minute additional periods with clock stopping during the first one and running non-stop during all additional OT periods.

Free Throw Line: 10 ft. from backboard.

Backcourt: At no time can a player play defense on an opposing player in the back court when opposing player has possession of the ball. Player possession has to be achieved by having held ball while opposing team re-treats to play defense and/or has made the attempt to dribble the ball more than 1 time. A loose ball that has opposing players going after does not constitute one or the other having possession of the ball. Once possession of the ball has been achieved the player has 10 seconds to cross half court into the safe-zone. Once inside of the safe zone the player has another 5 seconds to cross the safe zone line by dribbling the ball and or passing the ball (*see defense for definition of safe zone*).

Backcourt Warning: Each team will be given 2 warnings for backcourt violations per half. The 3rd and each subsequent violation will result in a one-shot technical foul and possession of ball to offended team. These technical fouls do NOT count as personal or team fouls.

Double Dribble / Walking: Double dribbling and walking are overlooked at this age especially in the early season, unless excessive and/or the violations are being used for the purpose of gaining advantage. As the season progresses the referees will be calling these more frequently.

Defense: The defensive team is allowed to play defense of choice (man to man, zone, etc.) The defensive team is not allowed to play defense inside of the safe-zone before possession has been established over the safe-zone line. IF the defensive team decides to have a defender play at the safe-zone line it has to be treated as an imaginary wall, the defender is not allowed to reach over the safe-zone line. If defender is caught doing this it will be considered as 1 of the backcourt warnings.

At NO time is backcourt defense allowed in 6u (*see backcourt*).

Half-time: After the end of the 2nd quarter all players will be given 1 shot each at a free-throw attempt. The team that has less players will be given equal number of free throws as team with most. The team with the most players will be the team to choose who on the opposing team shoots the additional free-throws.

Lane Violations: 5 seconds, instead of 3, will start being called in this division of play because we are just now starting to teach the kids offense. As the season goes the referees will start calling it tighter.

Free INs: When offensive team has to in bound ball in from sidelines, defensive team is to allow the offensive team to throw the ball in freely when outside of the 3-point line. The exception to the rule is when the offensive team in bounds the ball inside of the 3-point line then defense can be played and the ball is considered live.



2019/20 Rule Breakdown

8U Specific (ages 7-8)

Goal Height: 9 ft. from floor to top of rim

Basketball Size: 28.5"

Clock: Game is to consist of 4 7-minute quarters and 1 5-minute half time. Clock will stop on all timeouts, injuries or referee time. The clock will also stop the last 2 minutes of the 2nd and 4th quarters on whistle. Half time clock will not start until each player has had his/her free-throw attempt (*see half-time*).

Overtime, if needed, will be played as 2-minute additional periods with clock stopping during the first one and running non-stop during all additional OT periods.

Free Throw Line: 12 ft. from backboard.

Backcourt: At no time during the first 3 quarters can a player play defense on an opposing player in the back court when opposing player has possession of the ball. Player possession has to be achieved by having held ball while opposing team re-treats to play defense and/or has made the attempt to dribble the ball more than 1 time. A loose ball that has opposing players going after does not constitute one or the other having possession of the ball.

Once possession of the ball has been achieved the player has 10 seconds to cross half court into the frontcourt by dribbling the ball and or passing the ball.

Backcourt Warning: Each team will be given 2 warnings for backcourt violations per half. The 3rd and each subsequent violation will result in a one-shot technical foul and possession of ball to offended team. These technical fouls do NOT count as personal or team fouls

Double Dribble / Walking: Double dribbling and walking will be called in this division of play.

Defense: The defensive team is allowed to play defense of choice (man to man, zone, etc.) IF the defensive team decides to have a defender play at the half court line it has to be treated as an imaginary wall, the defender is not allowed to reach over the half court line. If the defender is caught doing this it will be considered as 1 of the backcourt warnings.

During the whole 4th quarter the defense is allowed to defend on the whole court, unless the lead is ≥ 10 pts.

Half-time: After the end of the 2nd quarter all players will be given 1 shot each at a free-throw attempt. The team that has less players will be given equal number of free throws as team with most. The team with the most players will be the team to choose who shoots on the opposing team the additional free-throws.

Lane Violations: 3 seconds will start being called in this division of play.

Free Ins: NO free ins from anywhere in 8u and up.



2019/20 Rule Breakdown

10U Specific (ages 9-10)

Goal Height: 10 ft. from floor to top of rim

Basketball Size: 28.5"

Clock: Game is to consist of 4 8-minute quarters and 1 5-minute half time. Clock will stop on all timeouts, injuries or referee time. The clock will also stop the last 2 minutes of the 2nd and 4th quarters on whistle.

Overtime, if needed, will be played as 2-minute additional periods with clock stopping during the first one and running non-stop during all additional OT periods.

Free Throw Line: 15 ft. from backboard.

Backcourt: At no time during the first 2 quarters can a player play defense on an opposing player in the back court when opposing player has possession of the ball. Player possession has to be achieved by having held ball while opposing team re-treats to play defense and/or has made the attempt to dribble the ball more than 1 time. A loose ball that has opposing players going after does not constitute one or the other having possession of the ball.

Once possession of the ball has been achieved the player has 10 seconds to cross half court into the frontcourt by dribbling the ball and/or passing the ball.

Backcourt Warning: Each team will be given two warnings for backcourt violations during first half. The 3rd and each subsequent violation will result in a one-shot technical foul and possession of ball to offended team. These technical fouls do NOT count as personal or team fouls. Backcourt violations during the 2nd half only happen if the point differential is ≥ 15 pts.

Double Dribble / Walking: Double dribbling and walking will be called in this division of play.

Defense: The defensive team is allowed to play defense of choice (man to man, zone, etc.) IF the defensive team decides to have a defender play at the half court line it has to be treated as an imaginary wall, the defender is not allowed to reach over the half court line. If the defender is caught doing this it will be considered as 1 of the backcourt warnings.

During the whole 2nd half the defense is allowed to defend on the whole court, unless the lead is ≥ 15 -pts. Backcourt warnings will go back into effect in 2nd half at this point.

Lane Violations: 3 seconds will be called in this division of play.



2019/20 Rule Breakdown

13U, 15U & 17U Specific (ages 11-17)

Goal Height: 10 ft. from floor to top of rim

Basketball Size: 29.5"

Clock: Game is to consist of 4 8-minute quarters and 1 5-minute half time. Clock will stop on all timeouts, injuries or referee time. The clock will also stop the last 2 minutes of the 2nd and 4th quarters on whistle.

Overtime, if needed, will be played as 2-minute additional periods with clock stopping during the first one and running non-stop during all additional OT periods.

Free Throw Line: 15 ft. from backboard.

Backcourt: There is not backcourt in any of these divisions unless the score is ≥ 20 pts

If score is ≥ 20 pts. the Mercy Rule is in effect. A player cannot play defense on an opposing player in the back court when opposing player has possession of the ball. Player possession has to be achieved by having held ball while opposing team re-treats to play defense and/or has made the attempt to dribble the ball more than 1 time. A loose ball that has opposing players going after does not constitute one or the other having possession of the ball.

Once possession of ball has been achieved the player has 10 seconds to cross half court into the frontcourt by dribbling the ball and/or passing the ball.

Backcourt Warning: Each team will be given 2 warnings for backcourt violations. The 3rd and each subsequent violation will result in a 1 shot technical foul and possession of ball to the offended team. These technical fouls do NOT count as personal or team fouls.

Double Dribble / Walking: Double dribbling and walking will be called in this division of play.

Defense: The defensive team is allowed to play full court for the whole game, unless the mercy rule is in effect. IF the mercy rule is in effect then the defensive team is to go into a zone defense and not play a man to man defense at this time.

Mercy rule: If the leading team is up by 20 pts. or more the clock is to run non-stop even during the last 2 minutes of the 2nd and 4th quarters.

Lane Violations: 3 seconds will be called in this division of play.