

<b>RULE</b>	<b>2<sup>ND</sup> GRADE</b>	<b>3<sup>RD</sup> AND 4<sup>TH</sup> GRADE RECREATIONAL</b>	<b>3<sup>RD</sup> AND 4<sup>TH</sup> GRADE COMPETITIVE</b>	<b>5<sup>TH</sup> AND 6<sup>TH</sup> GRADE DEVELOPMENTAL</b>	<b>5<sup>TH</sup> AND 6<sup>TH</sup> GRADE COMPETITIVE</b>
<b>COURT</b>	Hoop Height-8 feet Standard Court	Hoop Height-9 feet Standard Court	Hoop Height-10 feet Standard Court	Hoop Height-10 feet Standard Court	Hoop Height-10 feet Standard Court
<b>BALL SIZE</b>	Youth 27.5"	Youth 27.5"	Mid-Size 28.5"	Mid-Size 28.5"	Mid-Size 28.5"
<b>GAME TIME</b>	2-16 Minute Halves Running Clock The clock will stop for injuries, timeouts, and to allow refs time to explain a rule to the players. 4 minute Half-Time 2-1min. Time Outs per game	2-16 Minute Halves Running Clock The clock will stop for injuries, timeouts, and to allow refs time to explain a rule to the players. If score is within 10 points, clock will stop during the last 2 minutes of the game. 4 minute Half-Time 2-1min. Time Outs per game	2-16 Minute Halves Running Clock The clock will stop for injuries, timeouts, and to allow refs time to explain a rule to the players. If score is within 10 points, clock will stop during the last 2 minutes of the game. 4 minute Half-Time 2-1min. Time Outs per game	2-16 Minute Halves Running Clock The clock will stop for injuries, timeouts, and to allow refs time to explain a rule to the players. If score is within 10 points, clock will stop during the last 2 minutes of the game. 4 minute Half-Time 2-1min. Time Outs per game	2-16 Minute Halves Running Clock The clock will stop for injuries, timeouts, and to allow refs time to explain a rule to the players. If score is within 10 points, clock will stop during the last 2 minutes of the game. 4 minute Half-Time 2-1min. Time Outs per game
<b>SUBSTITUTIONS AND PLAYING TIME</b>	Playing time must be equal. The clock will stop every 4 minutes for subs. Substitution time is not an additional timeout. To help players become better athletes, we recommend that every player be given the opportunity to play every position.	Playing time must be equal. The clock will stop every 4 minutes for subs. Substitution time is not an additional timeout. To help players become better athletes, we recommend that every player be given the opportunity to play every position.	Playing time must be equal. Substitutions are allowed during any dead ball situation. Please wait until the ref/scorekeeper calls you into the game. Coaches are responsible for ensuring that ALL players receive adequate playing time during each game.	Playing time must be equal. The clock will stop every 4 minutes for subs. Substitution time is not an additional timeout. To help players become better athletes, we recommend that every player be given the opportunity to play every position.	Playing time must be equal. Substitutions are allowed during any dead ball situation. Please wait until the ref/scorekeeper calls you into the game. Coaches are responsible for ensuring that ALL players receive adequate playing time during each game.
<b>SCORE</b>	Score will not be kept in this league. Young athletes at this age should not focus on the score but rather the developmental skills being taught.	Score will be kept in this league. If a team is ahead by 30 points, the score will reset to 0-0, and score will not be kept the remainder of the game. Young athletes at this age should learn how to handle winning and losing after competition. A season ending jamboree will be played.	Score will be kept in this league. If a team is ahead by 30 points, the score will reset to 0-0, and score will not be kept the remainder of the game. Young athletes at this age should learn how to handle winning and losing after competition. A season ending tournament will be played.	Score will be kept in this league. If a team is ahead by 30 points, the score will reset to 0-0, and score will not be kept the remainder of the game. Young athletes at this age should learn how to handle winning and losing after competition. A season ending tournament will be played.	Score will be kept in this league. If a team is ahead by 30 points, the score will reset to 0-0, and score will not be kept the remainder of the game. Young athletes at this age should learn how to handle winning and losing after competition. A season ending tournament will be played.

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<b>POSSESSION/ JUMP BALLS</b>	<p>Possession will be determined by a jump at the beginning of the game.</p> <p>Jump balls will alternate possession thereafter.</p>	<p>Possession will be determined by a jump at the beginning of the game.</p> <p>Jump balls will alternate possession thereafter.</p>	<p>Possession will be determined by a jump at the beginning of the game.</p> <p>Jump balls will alternate possession thereafter.</p>	<p>Possession will be determined by a jump at the beginning of the game.</p> <p>Jump balls will alternate possession thereafter.</p>	<p>Possession will be determined by a jump at the beginning of the game.</p> <p>Jump balls will alternate possession thereafter.</p>
<b>COACHES</b>	<p>Coaches are allowed to walk the sidelines to encourage and instruct players. We want the players to learn the game during practices as well as games.</p>	<p>Coaches must remain within the bench area. Coaches should remember that officials are in charge of the game and have the final authority on the court.</p>	<p>Coaches must remain within the bench area. Coaches should remember that officials are in charge of the game and have the final authority on the court.</p>	<p>Coaches must remain within the bench area. Coaches should remember that officials are in charge of the game and have the final authority on the court.</p>	<p>Coaches must remain within the bench area. Coaches should remember that officials are in charge of the game and have the final authority on the court.</p>
<b>FREE THROWS</b>	<p>Two Free Throws are awarded on all shooting fouls.</p> <p>Free throws are shot from the 12' Free Throw line. Players can cross the line on their shots.</p> <p>Coaches can come onto the court quickly to help players line up.</p> <p>The clock will remain running.</p> <p>After the second shot the ball will be inbounded by the opposing team regardless of shot result.</p>	<p>Two Free Throws are awarded on all shooting fouls.</p> <p>Free throws are shot from the 12' Free Throw line. Players cannot cross the line on their shots.</p> <p>On the final Free Throw attempt players may enter the lane as soon as the ball is released.</p> <p>The clock will stop for Free Throws.</p>	<p>Two Free Throws are awarded on all shooting fouls.</p> <p>Free throws are shot from the 12' Free Throw line. Players cannot cross the line on their shots.</p> <p>On the final Free Throw attempt players may enter the lane as soon as the ball is released.</p> <p>The clock will stop for Free Throws.</p>	<p>Two Free Throws are awarded on all shooting fouls.</p> <p>Free throws are shot from the Free Throw line. Players cannot cross the line on their shots.</p> <p>On the final Free Throw attempt players may enter the lane as soon as the ball is released.</p> <p>The clock will stop for Free Throws.</p>	<p>Two Free Throws are awarded on all shooting fouls.</p> <p>Free throws are shot from the Free Throw line. Players cannot cross the line on their shots.</p> <p>On the final Free Throw attempt players may enter the lane as soon as the ball is released.</p> <p>The clock will stop for Free Throws.</p>
<b>VIOLATIONS</b>	<p>Double dribble and traveling violations are called at the officials' discretion. Players at this age should be taught and held to these basic basketball rules.</p> <p>Backcourt and lane violations will not be called. Players cannot foul out.</p>	<p>Double dribble and traveling violations are called in all circumstances. Backcourt and lane violations will not be called. Players cannot foul out, but may be asked to take a break at the official's discretion.</p>	<p>High School rules and regulations will be followed.</p> <p>All players are allowed five (5) fouls each game. Players can foul out of the game with five. After the seventh team foul in the half, bonus free throws are awarded (1 and 1.)</p>	<p>Double dribble and traveling violations are called in all circumstances. Backcourt and lane violations (5 sec) will also be called. Players cannot foul out, but may be asked to take a break at the official's discretion.</p>	<p>High School rules and regulations will be followed.</p> <p>All players are allowed five (5) fouls each game. Players can foul out of the game with five. After the seventh team foul in the half, bonus free throws are awarded (1 and 1.)</p>

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<b>DEFENSE</b>	<p>All teams must play man to man defense.</p> <p>All players will receive a colored wristband to help them identify whom they are guarding on the other team. Coaches and officials will help match up players based on size and skill level.</p> <p>Defensive players must stay within arm's reach of the player they are guarding.</p> <p>Full court press is not allowed.</p> <p>Please have defense pull back behind the 3 point arc to give players an opportunity to cross half court and find success.</p> <p>Stealing the ball off a dribble is not allowed.</p> <p>Players can steal the ball off a pass.</p>	<p>All teams must play man to man defense.</p> <p>All players will receive a colored wristband to help them identify whom they are guarding on the other team.</p> <p>There is no double teaming allowed.</p> <p>However, help defense is strongly encouraged in the following instances:</p> <p><b>Lane Area:</b> If a defender is in the lane and the player he or she is guarding is within arm's reach, the defender is allowed to provide help defense.</p> <p><b>Screens:</b> Defensive switching is allowed on offensive screens. This is commonly referred to as "help and recover."</p> <p><b>Fast Breaks:</b> When an offensive player has beaten their defender, another defensive player may help. Upon stopping the fast break, defenders should return to guarding their assigned players.</p> <p>Full court press is not allowed.</p> <p>Stealing the ball off a dribble or pass is allowed.</p>	<p>Must play man-to-man defense. No zone defense is allowed. Full court press is allowed in the last 2 minutes of the game as long as the score is within 10 points.</p>	<p>All teams must play man to man defense.</p> <p>There is no double teaming allowed.</p> <p>However, help defense is strongly encouraged in the following instances:</p> <p><b>Lane Area:</b> If a defender is in the lane and the player he or she is guarding is within arm's reach, the defender is allowed to provide help defense.</p> <p><b>Screens:</b> Defensive switching is allowed on offensive screens. This is commonly referred to as "help and recover."</p> <p><b>Fast Breaks:</b> When an offensive player has beaten their defender, another defensive player may help. Upon stopping the fast break, defenders should return to guarding their assigned players.</p> <p>Full court press is not allowed.</p> <p>Stealing the ball off a dribble or pass is allowed.</p>	<p>Must play man-to-man defense. No zone defense is allowed. Full court press is allowed in the last 2 minutes of the game as long as the score is within 10 points.</p>