

Rule Summary Sheet – Please see Basketball League Rules for Full Rules

	Grade 3/4	Grade 5/6	Grade 7/8
Length of Games	10 4 Quarters – 5 minutes each Overtime – 3 minutes each	4 Quarters – 7 minutes each Overtime – 3 minutes each	4 Quarters – 8 minutes each Overtime – 4 minutes each
Clock Stoppage : Clock stops on:	Timeouts Last 2 minutes of each half Last minute of overtime Fouls, injury, referee discretion	Timeouts Last 2 minutes of each half Last minute of overtime Fouls, injury, referee discretion	Timeouts Last 2 minutes of each half Last minute of overtime Fouls, injury, referee discretion
Timeouts	5 Total per game No more than 3 per half 1 additional in overtime. No carryover	5 Total per game No more than 3 per half 1 additional in overtime. No carryover	5 Total per game No more than 3 per half 1 additional in overtime. No carryover
Backcourt Line	Half court line	Half court line	Half court line
Backcourt violation	15 seconds to cross 3 point arc	10 seconds	10 seconds
Jump ball/possession	Start of game, then alternate Start of Overtime	Start of game, then alternate Start of Overtime	Start of game, then alternate Start of Overtime
Fast Break Rule	Fast breaks only in last 10 seconds of each qtr	Yes	Yes
Technical Fouls	2 shots and possession	2 shots and possession	2 shots and possession
Substitutions	At beginning of each quarter, except: <ul style="list-style-type: none"> <li>Injury</li> <li>Mandatory ½ way through 3<sup>rd</sup> quarter</li> <li>Sportsmanship if up 10</li> </ul>	At beginning of each quarter, except: <ul style="list-style-type: none"> <li>Injury</li> <li>Mandatory ½ way through 3<sup>rd</sup> quarter</li> <li>Sportsmanship if up 10</li> </ul>	Free Substitution <b>ALL PLAYERS MUST SIT MINIMUM OF TWO (2) MINUTES PER HALF</b>
Rule of Maximum Participation *(See attached)	Yes (see attached)	Yes (see attached)	No
Rule of Balance * (see attached)	Yes (see attached)	Yes (see attached)	No
Player minimum	4	4	4
Call-Ups	Yes, see rules	Yes, see rules	Yes, see rules
Fouling Out	5 fouls: Can continue with each foul on fouled out player a technical (see rules) Forfeit 15 minutes from start time	5 fouls: Can continue with each foul on fouled out player a technical (see rules) Forfeit 15 minutes from start time	5 fouls: Can continue with each foul on fouled out player a technical (see rules) Forfeit 15 minutes from start time
Start of Games	No press, except <ul style="list-style-type: none"> <li>Half court last 2 minutes of 1<sup>st</sup> half</li> <li>Full court last 30 seconds of game and OT</li> </ul>	Half Court Only, except <ul style="list-style-type: none"> <li>Full court last minute of each half</li> </ul>	Half Court Only, except <ul style="list-style-type: none"> <li>Full court last two minutes of each half and last 2 minutes of Overtime</li> </ul>
Press	No double team, except in 3 second zone		
Technical Foul For Pressing	1 warning and mandatory technical on second	1 warning and mandatory technical on second	1 warning and mandatory technical on second
Defenses	<b>NO ZONES</b> Can't guard outside 3 point arc until it's broken, then can go back to half court No double team except in 3 second zone	Man-to-man or zone allowed	Man-to-man or zone allowed
Bonus	1&1 on 7 <sup>th</sup> foul of half 2 shots on 10 <sup>th</sup> foul of half	1&1 on 7 <sup>th</sup> foul of half 2 shots on 10 <sup>th</sup> foul of half	1&1 on 7 <sup>th</sup> foul of half 2 shots on 10 <sup>th</sup> foul of half
Free Throw Line	Can start one foot in front of foul line	Cannot jump over foul line	Cannot jump over line

## RULE OF MAXIMUM PARTICIPANTS GRADES 3 – 6

**5 PLAYERS:** each boy plays 4 quarters.

**6 PLAYERS:** 4 boys play 3 quarters and 2 boys play 4 quarters.

**7 PLAYERS:** 5 boys play 3 quarters and 2 boys play 2.5 quarters.\*

**8 PLAYERS:** All 8 will play 2.5 quarters. Three players will sub in and out at the mid point of the 2d quarter (first whistle after the midway point of the quarter, as above); two players will sub in and out at the mid point of the third quarter.

7 players: 5 boys play 3 quarters and 2 boys play 2.5 quarters. Under this rule, the coach(es) of a team with 7 players shall make a substitution at the first whistle after the half-way point in the 3d quarter (3:00 for 3d/4<sup>th</sup> grade; 3:30 for 5<sup>th</sup>/6<sup>th</sup> grade). The substitution must take place simultaneously if two teams have 7 players. The player entering the game cannot be a player already designated to play 3 quarters, as the intent of this rule is to have all players play as much as possible. If the player due to report into the game under this rule has fouled out, there shall be no substitution made by that team. The coaches shall be responsible for enforcing this rule, not referees or timekeepers.

\*The same boy **shall not** be selected to play only 2.5 quarters more than 2 out of every 7 games that 7 team members show up. If any boy plays 2.5 quarters only, this must be reported to the Division Leader and scorekeeper who shall make a notation on the score sheet reporting the name of the individual. The score sheet shall be signed by the coach. A violation of this rule shall result in a forfeit.

## RULE OF BALANCE OF POWER GRADES 3 – 6

If one team has only 6 players and the other team 7 (or more), the team with 7 players can select a player on the team with 6 to sit for at least one-quarter (the intent is to balance the teams and have maximum participation of the team with 7).