	DYTBL RULES OVERVIEW - GIRLS LEAGUE (updated 7/31/2026)		DYTBL RULES OVERVIEW - BOYS LEAGUE (updated 7/31/2026)	
RULES	**3RD - 4TH - 5TH GRADE GIRLS**	**6TH - 7TH - 8TH GRADE GIRLS**	**3RD - 4TH - 5Th GRADE BOYS**	**6TH - 7TH - 8TH GRADE BOYS**
BALL SIZE	27.5	28.5	28.5	Regulation Size
RULES	FOLLOW IHSA EXCEPT FOR BELOW	FOLLOW IHSA EXCEPT FOR BELOW	FOLLOW IHSA EXCEPT FOR BELOW	FOLLOW IHSA EXCEPT FOR BELOW
GAME TIME - Quarters	4	4	4	4
GAME TIME - Minutes per Quarters	7 Minutes	7 Minutes	7 Minutes	7 Minutes
GAME TIME - Stoppage	Stops At All Whistles	Stops At All Whistles	Stops At All Whistles	Stops At All Whistles
MERCY RULE - RUNNING CLOCK	When a team is up by **20** points in the 4th quarter a running clock will go into affect. The clock will only stop for timeouts or official stoppage. If the score is cut to below **20** points, the clock will still continue to run.	When a team is up by **20** points in the 4th quarter a running clock will go into affect. The clock will only stop for timeouts or official stoppage. If the score is cut to below **20** points, the clock will still continue to run.	When a team is up by **20** points in the 4th quarter a running clock will go into affect. The clock will only stop for timeouts or official stoppage. If the score is cut to below **20** points, the clock will still continue to run.	When a team is up by **20** points in the 4th quarter a running clock will go into affect. The clock will only stop for timeouts or official stoppage. If the score is cut to below **20** points, the clock will still continue to run.
BREAKS (between Quarters)	1 minute	1 minute	1 minute	1 minute
BREAKS (between Half)	3 Minutes	3 Minutes	3 Minutes	3 Minutes
THREE POINT SHOT IN EFFECT	Yes, all gyms must have a 3 point arc	Yes, all gyms must have a 3 point arc	Yes, all gyms must have a 3 point arc	Yes, all gyms must have a 3 point arc
TIME OUTS	4 - Full	4 - Full	4 - Full	4 - Full
ROLLOVER TIME OUTS TO OVERTIME	No	No	No	No
ADD'L TIME OUTS IN OVERTIME	1 Full TO, Each Overtime Period	1 Full TO, Each Overtime Period	1 Full TO, Each Overtime Period	1 Full TO, Each Overtime Period
TOTAL NUMBER OF OVERTIME PERIODS	Unlimited	Unlimited	Unlimited	Unlimited
OVERTIME - Minutes per OT Periods	3 Minutes	3 Minutes	3 Minutes	3 Minutes
BREAKS BETWEEN OVER TIME PERIODS	1 Minute	1 Minute	1 Minute	1 Minute
TECHNICAL FOULS	Shooting "2" Free Throws and Get Ball	Shooting "2" Free Throws and Get Ball	Shooting "2" Free Throws and Get Ball	Shooting "2" Free Throws and Get Ball
FREE THROWS	**Can** step over the foul line on a free throw	Cannot step over the foul line on a free throw	**3rd grade** - Can step over the foul line. **4th & 5th grade**- cannot step over the free throw line.	Cannot step over the foul line on a free throw
FREE THROWS RULES	**Teams will shoot two free throws for common fouls when in the bonus. Teams reach the bonus after recording five fouls in a seven-minute quarter and the foul total resets at the start of each quarter. Previously, a team reached the bonus after seven fouls in a half**			
PRESSING ALLOWED	Yes	Yes	Yes	Yes
FULL COURT MAN-TO-MAN PRESSING RULES	**3rd** - Last 2 Minutes of the 2nd Half except when a team is up **10** Points. **4th & 5th** - Last 2 Minutes of the 1st & 2nd Half except when a team is up 10 Points. This is in place for the entire season including year end playoffs.	N/A	**3rd** - Last 2 Minutes of the 2nd Half except when a team is up **10** Points. **4th & 5th** - Last 2 Minutes of the 1st & 2nd Half except when a team is up 10 Points. This is in place for the entire season including year end playoffs.	N/A
FULL COURT PRESSING RULES	N/A	All Game - Except when a team is up **20** Points. This is in place for the entire season including year end playoffs.	N/A	All Game - Except when a team is up **20** Points. This is in place for the entire season including year end playoffs.
FULL COURT MAN-TO-MAN PRESSING RULES IN OT	Full court man-to-man defense is allowed the last 2 minutes of each overtime period	Full court man-to-man defense is allowed the entire overtime period	Full court man-to-man defense is allowed the last 2 minutes of each overtime period	Full court man-to-man defense is allowed the entire overtime period
DEFENSE ALLOWED	Man to Man only	Any defense can be played	Man to Man only	Any defense can be played

****IF A PLAYER, COACH OR FAN IS EJECTED BEFORE, DURING OR AFTER A GAME YOU MUST SELF REPORT THAT EJECTION TO TONY ZAKIC: ZAKIC.BBALL@ATT.NET**