

Described Details	K-1st	2nd	3rd/4th Recreational & 3rd/4th Combined	3rd/4th Competitive	5th/6th Recreational & 5th/6th Combined	5th/6th Competitive	7th-9th
Duration/ Game Time	Four - 8 Minute Quarters "Running Clock" Stop Clock at 4 min Clock Stops for SUBS Game Play 4v4	Four - 8 Minute Quarters "Running Clock" Stop Clock at 4 min Clock Stops for SUBS Game Play 4v4	Two – 20 Minute Halves "Running Clock" Clock Stops in Last 2 minutes of each half for dead balls	Two – 20 Minute Halves "Running Clock" Clock Stops in Last 2 minutes of each half for dead balls	Two – 20 Minute Halves "Running Clock" Clock Stops in Last 2 minutes of each half for dead balls	Two – 20 Minute Halves "Running Clock" Clock Stops in Last 2 minutes of each half for dead balls	Two – 20 Minute Halves "Running Clock" Clock Stops in Last 2 minutes of each half for dead balls
Ball Size	27.5	27.5	28.5	28.5	28.5	28.5	28.5
Rim Height	8 Ft	9 Ft	10 Ft	10 Ft	10 Ft	10 Ft	10 Ft
Time Outs	1 per qtr 1 Minute No Carry Over	1 per qtr 1 Minute No Carry Over	2 per half 1 Minute No Carry Over	2 per half 1 Minute No Carry Over	2 per half 1 Minute No Carry Over	2 per half 1 Minute No Carry Over	2 per half 1 Minute No Carry Over
Lane Violations	5 Seconds Verbal	5 Seconds Verbal	5 Seconds Warning then Enforced	5 Seconds Warning then Enforced	3 Seconds Warning then Enforced	3 Seconds Enforced	3 Seconds Enforced
10 Second Half Court Line	10 Second Verbal	10 Second Verbal	10 Seconds Enforced				
Half Time	3 Minutes	3 Minutes	3 Minutes	3 Minutes	3 Minutes	3 Minutes	3 Minutes
Free Throw Line Distance	No Free Throws Shooting Fouls awarded 1 point on missed shot. No Foul w/ made basket and 1 in this division. Either 1 pt. awarded or basket awarded, not both.	No Free Throws Shooting Fouls awarded 1 point on missed shot. No Foul w/ made basket and 1 in this division. Either 1 pt. awarded or basket awarded, not both.	12 Ft Not Enforced Play on Release	12 Ft Not Enforced Play on Release	15 Ft Not Enforced Play on Release	15 Ft Enforced Play on Release	15 Ft Enforced Play on Release
Full-Court Scenarios	Players must stay within 3pt. line. Scoreboard shows MAX 20pt Lead	Players must stay within 3pt. line. Scoreboard shows MAX 20pt Lead	Half Court 30pt Lead = 3pt Line Scoreboard shows MAX 20 pt Lead	Full Court last 10 Minutes of Each Half 20pt Lead = Half Court 30pt Lead = 3pt Line Scoreboard shows MAX 20 pt Lead	Full Court last 10 Minutes of Each Half 20pt Lead = Half Court 30pt Lead = 3pt Line Scoreboard shows MAX 20 pt Lead	Full Court 20pt Lead = Half Court 30pt Lead = 3pt Line Scoreboard shows MAX 20 pt Lead	Full Court 20pt Lead = Half Court 30pt Lead = 3pt Line Scoreboard shows MAX 20 pt Lead
Mandatory Playing Time	MINIMUM 6 Minutes Each Half	MINIMUM 6 Minutes Each Half	MINIMUM 6 Minutes Each Half	MINIMUM 6 Minutes Each Half	MINIMUM 6 Minutes Each Half	MINIMUM 6 Minutes Each Half	MINIMUM 6 Minutes Each Half
Overtime	1st – 2 min; running clock 2nd – 2 min; running clock 3rd – Game ends in Tie	1st – 2 min; running clock 2nd – 2 min; running clock 3rd – Game ends in Tie	1st – 2 min; clock stops 2nd – 2 min; clock runs 3rd – 2 min; clock runs In 3rd OT First to Score Wins After 2 minutes of running clock in game ends in tie if score is tied.	1st – 2 min; clock stops 2nd – 2 min; clock runs 3rd – 2 min; clock runs In 3rd OT First to Score Wins After 2 minutes of running clock in game ends in tie if score is tied.	1st – 2 min; clock stops 2nd – 2 min; clock runs 3rd – 2 min; clock runs In 3rd OT First to Score Wins After 2 minutes of running clock in game ends in tie if score is tied.	1st – 2 min; clock stops 2nd – 2 min; clock runs 3rd – 2 min; clock runs In 3rd OT First to Score Wins After 2 minutes of running clock in game ends in tie if score is tied.	1st – 2 min; clock stops 2nd – 2 min; clock runs 3rd – 2 min; clock runs In 3rd OT First to Score Wins After 2 minutes of running clock in game ends in tie if score is tied.

Notes:

For K-1st and 2nd Grade - 4v4 instead of 5v5 will be game play unless communicated otherwise.

For K-1st, 2nd Grade, 3rd and 4th grade Recreational Divisions: (No Full Court Divisions).

Within 30 seconds of the end of the game and if the score is 3 points or less (no tie game) and the winning team has the ball then special rules apply. The winning team cannot hold the ball and kill the clock on their side of the court or outside of the 3 point line. The score keeper will freeze the clock with the time remaining and it will restart once the winning team crosses the half court line. The losing team can guard outside of the 3pt line and move to half court at this moment only. This is a one possession chance for the losing team to steal the ball and make a 3 point play to tie the game and send to overtime. This allows the losing team a chance for a tie or win. If the score is tied at 30 seconds or less the game continues and the clock rolls as normal. For an overtime scenario these same rules will apply as they do for end of regulation.

Basketball rules outside of these stated above will follow normal high school basketball rules.

Clock will run in 2nd half if score is 20 pts. or more under 10 minutes, and 15 pts. or more under 5 minutes.

Tie Breakers in Standings will be determined Head to Head and then by point differential for head to head matchups between the teams in the tie.