

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 <b>Game Play 4v4</b>	Four - 8 Minute Quarters "Running Clock" Stop Clock at 4 min Clock Stops for SUBS <b>Game Play 4v4</b>	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	10 Seconds Enforced	10 Seconds Enforced	10 Seconds Enforced	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 Fouls 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 Fouls 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 MINIMUM	Players must stay within 3pt. line.  Scoreboard shows MAX 20pt Lead MINIMUM	Half Court  30pt Lead = 3pt Line  Scoreboard shows MAX 20 pt Lead MINIMUM	Full Court last 10 Minutes of Each Half  20pt Lead = Half Court 30pt Lead = 3pt Line  Scoreboard shows MAX 20 pt Lead MINIMUM	Full Court last 10 Minutes of Each Half  20pt Lead = Half Court 30pt Lead = 3pt Line  Scoreboard shows MAX 20 pt Lead MINIMUM	Full Court  20pt Lead = Half Court 30pt Lead = 3pt Line  Scoreboard shows MAX 20 pt Lead MINIMUM	Full Court  20pt Lead = Half Court 30pt Lead = 3pt Line  Scoreboard shows MAX 20 pt Lead MINIMUM
Mandatory Playing Time	6 Minutes Each Half	6 Minutes Each Half	6 Minutes Each Half	6 Minutes Each Half	6 Minutes Each Half	6 Minutes Each Half	6 Minutes Each Half
Overtime	1st – 2 min; running clock 2nd – 2 min; running clock 3rd – Game ends in Tie  <b>1 Timeout total in OT</b>	1st – 2 min; running clock 2nd – 2 min; running clock 3rd – Game ends in Tie  <b>1 Timeout total in OT</b>	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.  <b>1 Timeout total in OT</b>	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.  <b>1 Timeout total in OT</b>	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.  <b>1 Timeout total in OT</b>	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.  <b>1 Timeout total in OT</b>	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.  <b>1 Timeout total in OT</b>

**K-1st and 2nd grade:** (No Full Court Divisions).

We do not normally allow defenses in this division to guard outside of the 3pt. line.

If the winning team gains or has possession within 30 seconds of the end of the game the referee will stop play and the clock will freeze. At this point the defense will be able to guard outside of the 3pt. line. To do this the referee will stop the game and award the winning team a clean inbound on the other side of the court. Defensive Team, please have your players no closer than 10 feet from the mid-court line (the referees will mark this off) and hold them there until the referee blows his whistle to begin play. Once the offense crosses half court the referee will blow the whistle and game play resumes; however this time outside of the 3pt. line. If your defensive players fail to hold their position until the referee begins play then we will restart this sequence of events. The key is listening for the whistle blow to restart play. If a change of possession happens (steal) the winning team must get back and defend within the 3pt. line and this becomes a one time opportunity for the losing team to take the lead or tie. The clock continues to run regardless at this point. If the losing team fails to score and time expires or the winning team gains possession the game is over. If the score is tied within 30 seconds of the end of the game then normal game play proceeds.

**3rd and 4th grade Recreational Divisions:** (No Full Court Divisions).

If the winning team gains or has possession within 30 seconds of the end of the game the clock will stop and the will restart as soon as the offense crosses half court.

If a change of possession happens (steal) the winning team must get back and defend as normal and this becomes an opportunity for the losing team to take the lead or tie. The clock continues to run at this point and we will restart this entire process again if time remains on the clock until the game is over.

If the score is tied within 30 seconds of the end of the game then normal game play proceeds.

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

Clock will run in 2nd half if the score is 15 points or more and the clock reads under 2 minutes.

Tie Breakers in Standings will be determined Head to Head and then by overall point differential within the Division.