

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 90 seconds Enforced No Carry Over	2 per half 90 seconds Enforced No Carry Over	2 per half 90 seconds Enforced No Carry Over	2 per half 90 seconds Enforced No Carry Over	2 per half 90 seconds Enforced 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 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 No 3rd overtime – Game ends in Tie unless in EOS Tournament where game continues until first team to score wins.	1st – 2 min; running clock 2nd – 2 min; running clock No 3rd overtime – Game ends in Tie unless in EOS Tournament where game continues until first team to score wins.	1st – 2 min; clock runs In 2nd OT First to Score Wins If clock expires and the game is tied then game is over. In EOS Tournament game will continue until first team scores and that's your winning team.	1st – 2 min; clock runs In 2nd OT First to Score Wins If clock expires and the game is tied then game is over. In EOS Tournament game will continue until first team scores and that's your winning team.	1st – 2 min; clock runs In 2nd OT First to Score Wins If clock expires and the game is tied then game is over. In EOS Tournament game will continue until first team scores and that's your winning team.	1st – 2 min; clock runs In 2nd OT First to Score Wins If clock expires and the game is tied then game is over. In EOS Tournament game will continue until first team scores and that's your winning team.	1st – 2 min; clock runs In 2nd OT First to Score Wins If clock expires and the game is tied then game is over. In EOS Tournament game will continue until first team scores and that's your winning team.

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

If the winning team gains or has possession within 30 seconds of the end of the game and the winning team lead is 3 pts or less, then the clock will stop and then will restart as soon as game play enters the 3pt Line.

Winning Team: Please do not have your players move inside the 3pt. Line and then immediately move out. We will hold the clock again if this happens!

If a change of possession happens (turnover) the winning team must get back and defend within the 3pt. line while providing the losing team an opportunity to score.

The clock will continue to run if the losing team has possession. If the losing team fails to score and time expires the game is over; otherwise repeat steps above if winning team regains possession and time remains.

If the score is tied within 30 seconds of the end of the game then normal game play proceeds and the clock will continue to run as normal.

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

If the winning team gains or has possession within 30 seconds of the end of the game and the winning team lead is 3 pts or less, then the clock will stop and then will restart as soon as the offense crosses half court.

If a change of possession happens (turnover) the winning team must get back and defend within half court line while providing the losing team an opportunity to score.

The clock will continue to run if the losing team has possession. If the losing team fails to score and time expires the game is over; otherwise repeat steps above if winning team regains possession and time remains.

If a change of possession happens (turnover) 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 and the clock will continue to run as normal.

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

Clock will continue to run in 1st or 2nd half if the score is 15 points or more and the clock reads under 2 minutes.

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