Described Details	K-1st	2nd	3rd/4th Recreational	3rd/4th Competitive	5th/6th Recreational	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 or 5v5**	Four - 8 Minute Quarters "Running Clock" Stop Clock at 4 min Clock Stops for SUBS **Game Play 4v4 or 5v5**	Two – 20 Minute Halves "Running Clock" Clock Stops in Last 2 minutes of each half for dead balls Full Court Last Minute of Each Half	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 - 1 Warning then Enforced	5 Seconds Enforced	3 Seconds 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 and 1 with made basket in this division.** **Either 1 pt. awarded or basket awarded, not both.**	No Free Throws Shooting Fouls awarded 1 point on missed shot. **No and 1 with made basket in this division.** **Either 1 pt. awarded or basket awarded, not both.**	12 Ft Crossing Line Not Enforced Play on Release	12 Ft Crossing Line Enforced Play on Release	15 Ft Crossing Line Enforced Play on Release	15 Ft Crossing Line Enforced Play on Release	15 Ft Crossing Line 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	**Full Court last 1 minute of Each Half/OT** 30pt Lead = 3pt Line & no clock stoppage other than timeout Scoreboard shows MAX 20 pt Lead	**Full Court last 10 Minutes of Each Half** 20pt Lead = Half Court 30pt Lead = 3pt Line & no clock stoppage other than time out Scoreboard shows MAX 20 pt Lead	**Full Court last 10 Minutes of Each Half** 20pt Lead = Half Court 30pt Lead = 3pt Line & no clock stoppage other than time out Scoreboard shows MAX 20 pt Lead	Full Court 20pt Lead = Half Court 30pt Lead = 3pt Line & no clock stoppage other than timeout Scoreboard shows MAX 20 pt Lead	Full Court 20pt Lead = Half Court 30pt Lead = 3pt Line & no clock stoppage other than timeout 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	**Regular Season** 1st – 2 min; running clock 2nd - 2 min; running clock or Sudden Death Rules **EOS Tournament** 1st – 2 min; running clock 2nd - 2 min; running clock 3rd - Sudden Death **For Both Regular Season & EOS Tournament** One Timeout per OT	**Regular Season** 1st – 2 min; running clock 2nd - 2 min; running clock or Sudden Death Rules **EOS Tournament** 1st – 2 min; running clock 2nd - 2 min; running clock 3rd - Sudden Death **For Both Regular Season & EOS Tournament** One Timeout per OT	**Regular Season** 1st – 2 min; running clock 2nd - 2 min; running clock or Sudden Death Rules **EOS Tournament** 1st – 2 min; running clock 2nd - 2 min; running clock 3rd - Sudden Death **For Both Regular Season & EOS Tournament** One Timeout per OT	**Regular Season** 1st – 2 min; running clock 2nd - 2 min; running clock or Sudden Death Rules **EOS Tournament** 1st – 2 min; running clock 2nd - 2 min; running clock 3rd - Sudden Death **For Both Regular Season & EOS Tournament** One Timeout per OT	**Regular Season** 1st – 2 min; running clock 2nd - 2 min; running clock or Sudden Death Rules **EOS Tournament** 1st – 2 min; running clock 2nd - 2 min; running clock 3rd - Sudden Death **For Both Regular Season & EOS Tournament** One Timeout per OT	**Regular Season** 1st – 2 min; running clock 2nd - 2 min; running clock or Sudden Death Rules **EOS Tournament** 1st – 2 min; running clock 2nd - 2 min; running clock 3rd - Sudden Death **For Both Regular Season & EOS Tournament** One Timeout per OT	**Regular Season** 1st – 2 min; running clock 2nd - 2 min; running clock or Sudden Death Rules **EOS Tournament** 1st – 2 min; running clock 2nd - 2 min; running clock 3rd - Sudden Death **For Both Regular Season & EOS Tournament** One Timeout per OT

All Divisions: Regular Season Rules Only: 2nd OT - 2 min Running Clock or Sudden Death Rules - Which ever happens first: First team to score a point wins the game (scoring can be any made basket including free throw) or Time expires with neither team scoring a point results in a tie game.

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 3 point Line.
Winning Team: Please do not have your players move the ball inside the 3 point area and then immediately move the ball outside the 3 point area. If this happens the clock will be held until the ball re-enters the 3 point area.
If a change of possession happens (turnover) the winning team must get back and defend within the 3 point line thus 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: (**Full Court last 1 minute of each half or overtime**).
Full Court Defense only in the final minute of each half (1st, 2nd, Overtime) otherwise Half Court Defense for all other times. This is to address an issue of the defense not being able to gain possession of the ball with 10 seconds or under on the clock. The offensive team will not be allowed to hold the ball in this situation and run the clock out without being guarded.

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 total point dfferential between teams that are in tie breakdown scenario.