

Rules Summary

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This document is a SUMMARY of the Official Rules and includes only the Rules most commonly referenced at game time. The Official Rules should be referenced for a complete list of league and game rules. This summary will supersede the official rules for in-game rules.

TIME FOR WARM-UPS, HALFTIME, GAME TIME	<p>Warm Up: 5 minutes for warm up; 5 minutes for half time; 1 minute per timeout.</p> <p>Game Time: Games shall not be permitted to start earlier than the scheduled game time (in consideration of family and spectators traveling to watch games, or players delayed from arriving early; and regardless of the influence of coaches, referees, or other reasons; games should start at game time. (A team can refuse to start the game early without penalty, but once the game is started, there can be no protest of an early start).</p>
SCOREKEEPING	<p>Each team should provide an adult parent/volunteer for the official score table. The home team should provide the “book,” and the visiting team should provide the score clock operator. These roles can be reversed if both coaches agree.</p>
GAME CLOCK	<p>All teams, all divisions will play 20-minute “running clock” halves.</p> <ul style="list-style-type: none"> The clock will stop during time-outs, any undue Delay of Game (such as injury, etc.) The clock will stop during the last 2 minutes of the 1st and 2nd half for all whistles. <p>MERCY RULE: if either team leads by 20 points or more at any time in the 2nd half, the clock runs during all whistles except for time outs.</p> <p>MERCY RULE: if either team leads by 20 points or more at any time in the 2nd half, no full-court press.</p> <p>MERCY RULE: if either team leads by 20 points or more with 2 minutes or less remaining in the game, the game will be CALLED.</p>
TIMEOUTS	<p>Each team will have 4 time-outs per game during regulation, and 1 time-out per overtime period. Each time-out will be 1 minute in length. Time-outs are cumulative.</p>
OVERTIME	<ul style="list-style-type: none"> a 2-minute overtime period should be played if the game is tied after regulation. a sudden-death period should be played if still tied after overtime, where the first team to score a point is the winner (free throw or field goal) the clock stops on all whistles during overtime.
SPECIAL RULES FOR 2nd, 3rd, and 4th GRADE “B” AND “C” DIVISIONS	<ul style="list-style-type: none"> FREE THROWS: The clock may stop with referee approval to help the players line-up properly. FREE THROW LINE: Players can shoot 24 inches (2 feet) closer to the basket for all 4th grade B & C divisions, and ALL 2nd and 3rd grade divisions. The shooter should still be required to stay behind the 24-inch line until the ball hits the rim. 3-SECONDS IN THE LANE: The 3-second rule should be expanded to allow 5-seconds in the lane for 4th grade B & C divisions, and all 2nd and 3rd grade divisions. FULL COURT PRESS: No full-court press is allowed. ZONE DEFENSE: No form of Zone Defense is allowed for all 4th grade B & C divisions, and all 2nd and 3rd grade divisions. <ul style="list-style-type: none"> This includes any form of a full or half-court zone trap. Double-teaming the ball outside of the lane is NOT allowed. Help-side defense IS allowed to prevent an offensive player from going one-on-one to the basket. Double-teaming in the lane IS allowed. FIRST OFFENSE: Verbal instructions and verbal warnings should be given when an advantage is not taken by the defense. An Official Warning should be given if the defense does not adjust to Verbal instructions or warnings, and/or when an advantage is gained by the defense (blow whistle, stop play, document the warning in the score book). SECOND OFFENSE: A Technical Foul should be given (this is an Administrative Technical, not a player foul or a team foul) This rule is explained in more detail in the Official Rules