



GENERAL RULES

- Rim Height: 10 feet / Ball Size: Standard
- Each team is allowed one standing head coach and up to two seated assistant coaches. Assistant coaches must remain seated; violations result in a warning, followed by a technical foul for further offenses
- Overtime in games* will be one 3-minute of play. If a game requires a second overtime then sudden death overtime is in effect. Sudden death overtime is the first team to score. *Regular season games will not have overtime games if a game is a tie
- Each basket will count as 2 points, free throws count as 1 point
- Games will be played 4-on-4 or 5-on-5 depending on team size but it's the coach's choice
- Halftime: 3-minutes
- Games will consist of two 15-minute halves with a running clock. The clock only stops when there is a timeout, injury, or referee's call
- Substitutions are mandatory every 5 minutes. Teams have 30 seconds to make substitution's, it's not a time out. Every player must sit out at least one period
- Every player must play 5 consecutive minutes twice (2x) during the game, a total of 10 minutes. The last 2 minutes of the game you may use free substitutions
- Personal fouls will not be recorded. But if a player commits a foul, the opposing team will take out the ball from the sideline. If it is a shooting foul, the player will receive free throws
- 5-second rule in the paint will be called sometimes by the referee because we are still trying to teach them
- Players may not wear any form of jewelry
- No full court press until the 2nd half of the game
- Mercy Rule: If lead is 30 points or greater the team with the most points has to play defense within the key Until the lead is 20 points. There's no press defense until mercy rule is not in effect

- Each team will be permitted two (2) timeouts per half. They do not carry over
- Games will be controlled by 1 or 2 referees to ensure a positive and fun environment for the participants
- Forfeits will occur if the other team is a no-show or does not have 4 or more players. Last two minutes of the game, , the clock stops on all dead balls

FOULS

- Each player must wear a unique jersey number; failure to do so will result in a technical foul, awarding the opposing team two free throws for each such violation
- Fouls will be documented, with league scorekeepers responsible for maintaining a record of both individual fouls and team fouls on a tally sheet located at the scorers' table
- This division players do not foul out but we do count team fouls
- Teams are allowed a total of 7 fouls per half. On the 7th foul, the opposing team will shoot one and one free throws. (One and one means a player shoots the first free throw, if made, they shoot a second)
- Technical fouls count as an individual foul.
- If a player commits a flagrant foul, they could be removed from the game and gym. If a player becomes too aggressive or starts a disruption to the team or league, they could be suspended from the team and removed without a refund to the parents or player

Tie-breakers in standings will be determined in order:

- Head-to-head
- Least points allowed vs. tied opponent in head-to-head games
- 3-way ties will be determined by the least points allowed vs. other tied opponents

