



RULES:

Scoring

1. Every successful shot inside the arc will be awarded 1 point
2. Every successful shot beyond the arc will be awarded 2 points

Fouls

1. All shooting fouls will award 1 point to the offensive team & the defensive team will gain possession
2. On non-shooting fouls the offensive team will retain the ball
3. A shooting foul which results in a made basket, the player will get and 1 free throw, a make results in another point, a miss is the defensive teams ball.
4. The 6th non-shooting foul will be considered bonus and award the offensive team 1 point & the defensive team will gain possession

Substitutions

1. Substitutions can be done by either team when the ball becomes dead

Time Outs

1. Only 1 30-second time out is granted to each team per game
2. A player can call time out in a dead ball situation or with possession
3. Clock will stop during timeout and restart when ball is in bounded

Possessions

1. A coin flip will determine which team is granted the ball first
2. On a jump ball the possession will rotate between the teams
3. After a defensive rebound or turnover, the offensive team needs to dribble or pass until the new offensive team has one foot behind the 3 point line, then it is considered their possession.
4. 2nd-5th grades will be granted free-backs (after gaining a defensive rebound or turnover, there is (no-press) until after crossing 3 point line for take back)
5. All dead balls will result in a check in rule with a proper bounce pass between offense to defense and returned to offense to start the game.
6. Dead ball must be passed inbounds grades 4th and up, 2/3 grades may dribble the ball in after the check.
7. When passing the ball inbounds, it will be treated as if they are out-of-bounds. You must give the inbounder 1 foot of room to pass the ball in and you may not cross the plane.

Playing Time/Winning

1. Each game will be a 14-minute running clock
2. The first team to reach a score of 21 points wins
3. If 21 points is not reached, the higher point total wins, if tied, move to Overtime rules
4. A team shall lose the game by default if it leaves the court before the end of the game
5. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the court
6. Tie breakers will be based off head to head, then point differential with no max, if still tied, it will be a coin flip

Overtime

1. Each team will get a chance to score
2. If one team is successful and one is not, the successful team wins
3. If both teams score each time there will be a coin flip after three scores by each team

2nd & 3rd grade girls will use the 27.5 balls (8 ft hoop)

2nd-6th grade boys will use the 28.5 balls (2/3 grade at 8 ft hoops)

4th grade girls & older will use the 28.5 balls

7th grade boys & older will use the 29.5 balls