



Rules

Updated 4/11/18

League Format

- Teams can plan on playing 2 to 3 games each week. Each team will play each other team in their home league location at least 2 times during the course of the season. 12 games during the regular season.
- Teams will have a 5-minute period in between games. (This may be shorter if game goes to overtime)

Game Format

- First team to score 15 Points or the leader at the end of a 15 Minutes running clock.
- Teams must have 3 players to start the game, team size can be up to 5 players
- Teams have 15 seconds to shoot the ball, no stalling. Referee will give 5 second warning and start counting.
- Clock is a running clock. Each team has one – 30 second time out that can only be used during the first 12 minutes of play. (Can't be used within the last 3 minutes of the game)
- Home team will shoot for ball at start of the game from the free throw line. If they miss, visiting team starts with the ball.
- Overtime – if teams are tied at end of overtime, teams will play to 2 or a 2-minute period. Visiting team gets to shoot for the ball first, if they miss home team gets the ball. After 2 minutes if still tied, teams will shoot free throws. Teams select 1 player to shoot a free throw, if still tied, next 2 players from each team will shoot a free throw, ect... Each player must shoot before a player has a chance to shoot for a 2nd time.
- Teams can substitute during any dead ball situation or after a made shot. No action is required from the referee when this happens.
- Game is played on half court
- Ball size is 3rd thru 6th Grade – Women's 28.5, 7th thru 11th Grade – Full Size – 29.5"

Scoring

- **1 point** - Every shot is worth 1 point, free throw is worth 1 point
- **2 point** - Shots behind the 3 point line will be worth 2. (If marked on the floor)

Fouls

- Only team fouls are kept track of, individual players cannot foul out
- Fouls committed in the act of shooting are awarded 1 free throw. (Must be done within 15 second shot clock)
- Non-shooting fouls will result in the ball back at the top of the key
- Team is in the penalty after 6 fouls.
 - Fouls 7 thru 9 will be awarded with 2 shots. (Regardless of if they were shooting)
 - Fouls 10 and above will be awarded with 2 shots and possession of the ball.
- In situation where there is a technical fouls, the player gets 2 shots and team gets possession of the ball.
- A player committing 2 unsportsmanlike fouls in the game will be disqualified for the remainder of the games for that evening. (May be asked to leave after 1 depending on the severity of the act) Unsportsmanlike fouls include: Acts of violence, verbal or physical aggression, causing intention harm to another player, foul language towards referee or opposing player.
- Parents or Coaches who get an unsportsmanlike penalty will be asked to leave the gym immediately. (After 1) No refunds are provided to players, coaches, or parents, or team disqualified due to poor behavior.

Possession

- After each made shot, the player from the non-scoring team will clear the ball by dribbling or passing to the top of the key.
- After missed shot, the defense can clear the ball to the top of the key. On missed shots the offense player can continue to shoot without clearing the ball to the top of the key.
- There is NO Defense on the ball being cleared by the opposing team once they have established possession of the ball.
- Possession after a dead ball or made shot will always start with the offense checking the ball with the defensive player at the top of the key.
- Jump ball always goes to the defense.