

Basketball Rules

1. All players who regularly attend practice are entitled to play the following minimum amounts of each game attended (with the exception of any unusual circumstances which must be discussed with the opposing coach and league director before the game begins). Any problems, notify the league director immediately.

2nd-4th Grades: Approximately equal playing time during regulation time. No requirement in over time.

5th-12th Grades: Minimum 8 minutes per game.

2. **Rule Exception:**

- a. **NO DUNKING AT ANY LEVEL.** A technical foul (with loss of basket) will be called.
- b. 2nd-4th Grades: No pressing defense except when the stop clock is in effect during the game's final two minutes. The defense must wait until the ball has crossed midcourt before attempting to steal it.
- c. 2nd-4th Grades: No 3 second rule, No 5 second closely guarded rule, No 10 second rule or back court except when the "stop" clock is in effect during the game's final two minutes. Some leniency on travelling and other ball handling violations except when there is an advantage gained. On foul shooting, some leniency (one step by shooter) will be allowed. For 2ND-3RD grades, foul shots are taken 3ft closer to the basket.

3. **Game Time Periods:**

2ND-4TH grades play 8 minute quarters; 5th-10th grades play 16 minute halves; and 11th-12th graders play 18 minute halves. All play is "running time" (clock only stops for time outs and shooting fouls); except for the last minute of the first half, the last 2 minutes of the second half, and the last minute of overtime. During regularly season games there will only be 1 (one) overtime of 3minutes. During a playoff game in the "championship bracket" there will be 2 overtimes, and if necessary, a final "sudden death" period in which the first team that scores is the winner. Teams should arrive at least 15 minutes before game time. There will be a 10 minute grace period for each game, after which the game is forfeited. A game may be started with four players. The other team starts with five players.

Time outs: 2 per half, 1 additional in overtime. The coach may call time out by signaling the referee.

4. **Cancellations due to bad weather:** Practices are canceled by the coach, games only by the league director who will notify the coaches and referee. Coaches will then notify players.
5. **Playoff Tournament Seeding:** Decided by the standings at the end of the regular season. In case of a tie, the winner of the game(s) played during regular season will get the higher seeding.
6. Registered players may play for any team with the permission of the opposing coach and league director.