

## Rule Summary

	<b>Division K thru 2<sup>nd</sup></b>	<b>Division 3<sup>rd</sup>/4<sup>th</sup></b>	<b>Division 5<sup>th</sup>/6<sup>th</sup></b>	<b>Division 7<sup>th</sup>/8<sup>th</sup></b>
Rule of Balance		Equal Playing Time *	Equal Playing Time *	Equal Playing Time *
Dress Code	Knee pads, No jewelry	Knee pads, No jewelry	Knee pads, No jewelry	Knee pads, No jewelry
Minimum # Players	NA	4	4	4
Call Ups?	NA	Yes	Yes	Yes
Fouling Out	NA	5 Fouls and Out	5 Fouls and Out	5 Fouls and Out
Penalty / 1 and 1		On the 5 <sup>th</sup> foul per quarter	On the 5 <sup>th</sup> foul per quarter	On the 5 <sup>th</sup> foul per quarter
Defensive Pressure	No defense until 3 point	No defense until 3 Pt Line is crossed once and then free play if ball reverts back	No defense until ½ Ct is crossed once and then free play if ball reverts back	No defense until ½ Ct is crossed once and then free play if ball reverts back
Defense	No Zones	Zone 1 <sup>st</sup> half, PTP 2 <sup>nd</sup> half	Coach's Decision	Coach's Decision
In Bounds Pass		Not Free to Backcourt	Not Free to Backcourt	Not Free to Backcourt
Press	Not permitted	Not permitted	Last 2 minutes per ½ **	Last 2 minutes per ½ **
Time Per Quarter	NA	8 Minutes Running	8 Minutes Running	8 Minutes Running
Clock Stoppage	40 Minutes Instruction, 20 minutes scrimmage	Last 2 minutes per ½; free throws; very loose balls or referee's delay	Last 2 minutes per ½; free throws; very loose balls or referee's delay	Last 2 minutes per ½; free throws; very loose balls or referee's delay
Overtime		Only 1; 4 minutes in length	Only 1; 4 minutes in length	Only 1; 4 minutes in length
Jump Ball/Possession	NA	Start of game, Alternate	Start of game, Alternate	Start of game, Alternate
Backcourt Line	NA	½ court line	½ court line	½ court line
Backcourt violation	NA	10 seconds	10 seconds	10 seconds
Timeouts	NA	4 Per Game	4 Per Game	4 Per Game
Substitutions		Every 4 Minutes *	Every 4 Minutes *	Every 4 Minutes *
Technical Fouls		2 per game and ejection	2 per game and ejection	2 per game and ejection
Ejections		2 and then expulsion	2 and then expulsion	2 and then expulsion
Three Pointers		NA	4 <sup>th</sup> Quarter & Overtime	4 <sup>th</sup> Quarter & Overtime
Free Throw Line		2 feet in front of Line	Free Throw Line	Free Throw Line
Basketball Rim Height	K(7.5') 1 <sup>st</sup> /2nd(8')	8.5'	10'	10'
Rescheduling		Division Leader ONLY	Division Leader ONLY	Division Leader ONLY
Scorekeeper & Clock		Provided	Provided	Provided
Scores Submission		Winning Coach/Scorekeeper	Winning Coach/Scorekeeper	Winning Coach/Scorekeeper
Scorebooks		Assistant Coach	Assistant Coach	Assistant Coach
If Refs don't show		Scrimmage only	Scrimmage only	Scrimmage only
Double Teaming		No penalty – don't advocate it	Coach's Decision	Coach's Decision

## **Rule of Balance**

- The intent of all rules documented here is to make sure all children have equal playing time & the game is competitively balanced
- Substitutions will be permitted at the beginning of each quarter and the nearest stoppage of play to the 4 minute mark
- This will create 8 time intervals of play
- In total, you need to look at the total units of play as 40 per game (8 periods of time x 5 players on the court at one time)

### Summary:

- If you have 5 players: Each player plays 8 units of play
  - If you have 6 players: 4 players play 7 units of play; 2 players play 6 units
  - If you have 7 players: 5 players play 6 units, 2 players play 5 units
  - If you have 8 players: Each player plays 5 units of play
  - If one team is playing with 4 players, there is no rule of balance but try to keep the game competitive
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- You can confer with the opposing coach to align players by talent level to keep the game fair.

REMEMBER: The kids want it to be fun!!!