



## Basketball “Key Rules”

(Complete rules in scorebook)

- All players must check in at scorer’s table prior to the start of each period. Once player has completed playing time requirement, they no longer need to check in.
- “3 in the key” rule is in effect.
- Clock stops in the last 2 minutes of the 4<sup>th</sup> quarter **ONLY** if the score is **LESS** than 10 points difference.
- Clock stops on all timeouts, technical fouls, and injuries.
- Free throws - Players lined up on the key can move for the rebound **once the shot is released**. Players that are outside of the three-point line must wait for the shot to hit the rim before they can move for the rebound. 4<sup>th</sup>/5<sup>th</sup> graders shoot from the tape line (3 feet closer to hoop).
- **Players will shoot 2 free throws on the 5th team foul of each quarter. Team fouls reset at each quarter.**
- Home team sits on the bench to the left of the table and wears white. Away, sits to the right and wears dark.

### Press Rules

- **4<sup>th</sup>/5<sup>th</sup> Grade:** Full court press allowed **ONLY** in the last 2 minutes of the game, if point difference is **LESS** than 10. The defensive team cannot play defense until the ball has crossed the **commit line (designated by blue tape or volleyball attack line)**. Once the ball has crossed that line, the defense can play defense anywhere in the front court.
- **6<sup>th</sup> Grade & 7<sup>th</sup> Grade Girls:** Full court press allowed **ONLY** in the second half, if point difference is **LESS** than 10. **Prior to the second half, a team cannot play defense until the ball handler has reached half court. The defense can play up to the mid-court line.** The penalty for illegal full court press will be a warning and then a technical foul.
- **7<sup>th</sup>/8<sup>th</sup> Grade:** Full court press allowed **the entire game**, if point difference is **LESS** than 10.

### Competition Rules

- Running up the score will not be tolerated! A team with a 20-point lead cannot use a half court trap or fast break at any time once the 20-point lead has been reached. Teams must make an attempt to set up their offense. One warning will be issued. Failure to comply will result in a technical foul and the loss of the possession. Coaches must use their best judgment and make every effort to exhibit sportsmanship.
- Once a team has a 20-point lead, they must play DEFENSE WITHIN THE 3-point line. Teams not complying will be issued a warning and then a technical foul. Clock will stop on technical fouls. This rule will remain in effect until the point differential has been reduced to less than 20 points.