

## K-2 - 10'

PIAA rules with the exception of the following

- 4 - 7-minute quarters, running clock. Clock only stops for injuries, 3:30 for substitutions, and timeouts. Substitutions are allowed at other points of the game, but the clock will not stop for those substitutions.
- 3 point field goals are counted as 2.
- 28.5 basketball
- 2 full timeouts per game
- 1 coach per team is allowed on the court.
- 5 second lane rule
- Half court Man to Man defense only
- Defenders will be required to drop back inside the 3-point arc until the ball crosses half court. Once the ball is in the front court, defenders may pick up their player anywhere in the frontcourt.
- Foul shots will be taken from the bottom of the jump circle. If no jump circle is on the court, tape should be placed 7 feet below the foul line and used for foul shots.
  - Due to players shooting foul shots from the bottom of the circle, players will be allowed in the spot under the basket.

## 3/4 Grade

PIAA rules with the exception of the following

- 2 - 20 minute halves
- Game will be played with a running clock.
  - The clock will stop on a dead ball in the last two minutes of each half
- Overtime periods are three minutes until a winner is determined.
  - Running clock similar to regulation with the exception the clock will stop on the last minute of each overtime session
- 28.5 basketball
- 4 full timeouts
  - Time outs do not carry over to Overtime
  - 1 timeout per Overtime
- 5 second lane rule
- Man to Man defense only
  - No full court press at any time.
- Defenders will be required to drop back inside the 3-point arc until the ball crosses half court. Once the ball is in the front court, defenders may pick up their player anywhere in the front court.

- Foul shots will be taken from front of the regulation foul line, back of the players foot should touch the foul line. The shooter may not continue toward the basket to get a rebound until the ball hits the rim.
- Mercy rule, if a team is ahead by 30 points in the second half the score will be frozen and the game will continue with a running clock for the remainder of the game, even in the last two minutes.

## 5/6 Grade

PIAA rules with the exception of the following

- 2 - 20-minute halves
- Game will be played with a running clock.
  - The clock will stop on a dead ball in the last two minutes of each half
- Overtime periods are three minutes until a winner is determined.
  - Running clock similar to regulation with the exception the clock will stop on the last minute of each overtime session
- 28.5 basketball
- 4 full timeouts
  - Time outs do not carry over to Overtime
  - 1 timeout per Overtime
- Man to Man defense only
  - Full court press is allowed in the last two minutes of the 4<sup>th</sup> quarter unless a team is up by 10 points or more.
- Defenders will be required to drop back inside the 3-point arc until the ball crosses half court. Once the ball is in the front court, defenders may pick up their player anywhere in the front court.
- Foul shots will be taken from the regulation foul line, shooter may jump over the line The shooter may not continue toward the basket to get a rebound until the ball hits the rim.
- Mercy rule, if a team is ahead by 30 points in the second half the score will be frozen and the game will continue with a running clock for the remainder of the game, even in the last two minutes.
- Referees
  - 2 referees per game
- Referees fee
  - Ref #1 \$40
  - Ref #2 \$40
- The Home team is responsible for keeping the scorebook for both teams.
- The Away team is responsible for running the scoreboard and clock
- Technical Fouls
  - Any player or coach that receives two technical fouls will not be eligible to play/coach in the game immediately following the infraction.
  - Any player or coach that receives three or more technical fouls will be removed from the league.

## Grades 7-12

PIAA rules with the exception of the following

- 2 - 20-minute halves
- Game will be played with a running clock.
  - The clock will stop on a dead ball in the last two minutes of each half
  - All players must play a minimum of 7 minutes per half.
- Overtime periods are three minutes until a winner is determined.
  - Running clock similar to regulation with the exception the clock will stop on the last minute of each overtime session
- 4 full timeouts
  - Time outs do not carry over to Overtime
  - 1 timeout per Overtime
- Full court press is allowed until a team is up by 15 points.
- Mercy rule, if a team is ahead by 30 points in the second half the score will be frozen and the game will continue with a running clock for the remainder of the game, even in the last two minutes.
- Referees
  - 2 referees per game
- Referees fee
  - Ref #1 \$40
  - Ref #2 \$40
- The Home team is responsible for keeping the scorebook for both teams.
- The Away team is responsible for running the scoreboard and clock.
- **Technical Fouls**
  - Any player or coach that receives two technical fouls over the course of the season will not be eligible to play/coach in the game immediately following the infraction. Any additional technical foul will result in the removal from the league.

- Any player or coach that receives three or more technical fouls will be removed from the league.
- Technical fouls should be reported to Nate or Brandy at the conclusion of the game.