League Rules

General:

1. Each team must provide a representative at the score table to keep the score sheet or run the clock.
2. All Jerseys are to remain tucked in.
3. Teams must have 4 players to begin the game.
4. Game time is forfeit time. (Unless otherwise noted by Cage staff)
5. No player may play on more than one team in an age division. If a player is on two teams (different age divisions) no provision will be made to accommodate the player in scheduling.
6. No player may switch teams during a league session but may change at the beginning of a new league session.
7. Players may be added to a team roster up to 3 weeks after the age/grade division's first game is played.
8. Players will not be allowed to play a grade below what they are in school.
9. All coaches must remain within the designated coach box area during a game. (refs discretion)
10. Double bonus starts on the 5th team foul. Fouls reset to 0 at the 10min mark of each half.

MHSAA rules enforced with the following exceptions:

Game:

1. Games will consist of two 20 minute running halves.
2. Clock will stop the last 15 seconds of the first half and the last two minutes of the second half.
3. There will be a three-minute half-time break.
4. Overtime will be two minutes (Stop Clock). If still tied after first overtime, the first team to score in the second overtime wins. Playoff games will have up to 2 stop clock overtime periods. The 3rd overtime will be sudden death.
5. Each team will be granted two full one minute time outs per half. These will not carry over if not used. There is one full (1 minute) time out for each overtime period.
6. The clock will stop as noted above unless the point difference is 20 or more points, then the clock will run.
7. Only 1 coach may be standing at a time. Coaches are to remain in the coaching box which is designated by black lines in front of the bench. (refs discretion)

Age/Gender specific Rules:

BOYS:

Grade 3rd-4th

- Press is allowed the last 2 minutes of each half and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.
- Teams will use a 28.5" ball.
- Free Throws: Players may stand 1 step in front of the line.
- Traveling: Only 1 extra step allowed. No double dribbling allowed. (Refs Discretion)
- Lane violations called after 5 seconds.

Grade 5th-6th

- Press is allowed the last 5 minutes of each half and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.
- Teams will use 28.5" ball.
- Free Throws: Player must set up behind the line but may touch line on shot.

Grade 7th-8th

- Press is allowed the entire game and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.
- Teams will use 29.5" ball.

Grade 9th–12th

- Press is allowed the entire game and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.
- Teams will use 29.5" ball.

GIRLS:

Grade 3rd-5th

- Press is allowed the last 2 minutes of each half and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.
- Free Throws: Players may stand 1 step in front of the line.
- Traveling: Only 1 extra step allowed. No double dribbling allowed. (Refs Discretion)
- Lane violations called after 5 seconds.

Grade 6th

- Press is allowed the last 5 minutes of each half and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.
- Free Throws: Player must set up behind the line but may touch line on shot.

Grade 7th-8th

- Press is allowed the entire game and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.

Grade 9th–12th

- Press is allowed the entire game and overtime unless the lead reaches 30. If there is a 30+ point lead, the winning team may not press until the spread is 15.