

## Town Basketball GAME RULES

RULE	3/4th Grade	5/6th Grade	7/8th
<b>BASKET HEIGHT - COURT</b>	10 FEET	10 FEET	10 FEET
<b>BALL SIZE</b>	28.5 (Girls) / 28.5 (Boys)	28.5 (Girls) / 28.5 (Boys)	28.5 (Girls) / 29.5 (Boys)
<b>TIME KEEPING</b>	4 – 10:00 Min Quarters / <b>Running Time</b>	4 – 10:00 Min Quarters / <b>Running Time</b>	4 – 8:00 Min Qtrs. / <b>Stop and Go Time</b>
	Stop/Go Last 2 Min of Half/Game	Stop/Go Last 2 Min of Half/Game	N/A
	Stopped Clock on Shooting Fouls	Stopped Clock on Shooting Fouls	N/A
<b>TIME OUTS</b>	4 Timeouts (2 PER HALF)	4 Timeouts (2 PER HALF)	4 Timeouts (2 PER HALF)
<b>PLAYER CHANGES</b>	<b>Every 5:00 minutes.</b>	<b>Every 5:00 minutes</b>	<b>Every 4:00 minutes (1<sup>st</sup> 3 Quarters)</b>
	Whistle Auto Blows	Whistle Auto Blows	Whistle Auto Blows
	Clock Stops for	Clock Stops for	Clock Stops for changes
	Changes	Changes	Changes
	Clear the bench – during substitution periods.	Clear the bench – during substitution periods.	<b>4<sup>th</sup> Quarter - OPEN and LIVE substitutions on any dead ball.</b>
	official will blow a dead ball (or nearest a dead ball) <b>All players must play in ALL Quarters</b>	official will blow a dead ball (or nearest a dead ball) <b>All players must play in ALL Quarters</b>	official will blow a dead ball (or nearest a dead ball) <b>All players must play in ALL Quarters</b>
<b>NOT A TIME OUT</b>	<b>NOT A TIME OUT</b>	<b>NOT A TIME OUT</b>	
<b>PLAYING TIME MINIMUM</b>	<b>EACH PLAYER MUST PLAY 1/2 OF EACH QUARTER.</b>	<b>EACH PLAYER MUST PLAY 1/2 OF EACH QUARTER.</b>	<b>EACH PLAYER MUST PLAY 1/2 OF EACH OF THE FIRST 3 QUARTERS.</b>
	<b>You must clear the bench during every substitution period.</b>		
	<b>Line Ups do not need to remain the same the entire game. (Every Quarter can reset substitutions)</b>		
	<b>*As a reminder, this is a recreation league. All players should have fair and equal playing time.</b>		
<b>FULL COURT PRESS</b>	NONE	LAST 2:00 MINS OF GAME	4 <sup>th</sup> QUARTER ONLY
		<b>UNLESS UP BY 15PTS OR MORE</b>	<b>UNLESS UP BY 15PTS OR MORE</b>
<b>FAST BREAKS</b>	YES; OFF A STEAL OR A LOOSE BALL. NO; OFF A REBOUND.	YES	YES
		<b>UNLESS UP BY 15PTS OR MORE</b>	<b>UNLESS UP BY 15PTS OR MORE</b>
<b>FCP VIOLATION FB VIOLATION</b>	N/A	<b>1<sup>ST</sup> VIOLATION = WARNING. PENALTY</b>	<b>1<sup>ST</sup> VIOLATION = WARNING. PENALTY</b>
<b>3 POINT SHOTS</b>	NO	YES	YES
<b>DEFENSE</b>	MAN v MAN ONLY.	MAN v MAN RECOMMENDED / Zone allowed	MAN v MAN RECOMMENDED / Zone allowed
<b>DEFENSE PICKS UP</b>	<p><b>DEFENSE RULES:</b> Defense must set-up at the DESIGNATED LINE - "Top of the Key or Three-Point Line"</p> <p>Defense must wait for the 1st pass or Offense to cross beyond the LINE to defend.</p> <p>There is NO Stealing ON or OFF the dribble. Change in possession could occur if player loses control of dribble or bad/intercepted pass. Once player picks up their dribble, they cannot be tied up for a jump ball.</p> <p>There is ONLY double-teaming allowed inside the 'KEY.' (in the Paint)</p> <p><b>Half Court; Last 2 Minutes of the Game</b></p>	<p style="text-align: center;"><b>HALF Court</b></p> <p>** Youth basketball games tend to be lower scoring because young players lack consistency and are still learning basic shooting mechanics. It is recommended your players learn to play man-to-man defense instead of settling into zones.</p>	<p style="text-align: center;"><b>HALF Court</b></p> <p>** Youth basketball games tend to be lower scoring because young players lack consistency and are still learning basic shooting mechanics. It is recommended your players learn to play man-to-man defense instead of settling into zones.</p>
<b>3 SEC VIOLATION</b>	Yes (Beginning 01/31/24)	Yes	Yes
<b>TRAVEL / DBL DRIBBLE</b>	Yes (Beginning 01/31/24)	Yes	Yes
<b>10 SEC BACK COURT</b>	Yes (Beginning 01/31/24)	Yes	Yes
<b>INBOUND PRESSURE</b>	Minimum 2 feet	Minimum 2 feet	Minimum 2 feet
<b>INBOUND TIME LIMIT</b>	5 Seconds (Beginning 01/31/24)	5 Seconds	5 Seconds
<b>FOULS</b>	5 Individual	5 Individual	5 Individual
<b>TEAM FOULS - PER HALF</b>	10 Team Fouls = 2 Shots	5 Team Fouls = 2 Shots *Resets Each Quarter	5 Team Fouls = 2 Shots *Resets Each Quarter
<b>FOULS SHOTS</b>	On release except for shooter. No penalty for stepping over the line but shooter cannot be first touch off a missed FT. (Determine foul shot line prior to game with ref.)	On release except for shooter. No penalty for stepping over the line but shooter cannot be first touch off a missed FT.	On release. Shooter must wait for ball to contact the rim.
<b>ALL TECHNICAL FOULS</b>	2 shots plus possession	2 shots plus possession	2 shots plus possession
<b>OVERTIME PLAYOFFS ONLY</b>	None	2 Minutes Stop and Go	2 Minutes Stop and Go
	N/A	Each team gets 1 Full Time Out	Each team gets 1 Full Time Out
<b>EJECTIONS</b>	Any Coach/Player ejected from a game will be suspended for the next scheduled League games. Any physical altercation by a player or coach will result in disqualification from the league for the remainder of the season. No exceptions. Zero Tolerance!		
<b>** Home Team is responsible for keeping the Official Game Book at the Scorer's Table **</b>			