



RULES OVERVIEW

Age Division	Court Size	Basket Height	Ball Size	FT Distance	Game Time	Clock	3-Point Shots	Jump Balls	Press Rule	Double Team	Defense+	Fouls/DQ	OT Rule#	% Play
1st Grade Boys	1/2 Regulation	8.5'	27.5	9'	16 min. halves	Continuous*	No	Rotating Arrow	N/A	Lane Only	Man Only++	5	2 min.	25%
2nd Grade Boys	1/2 Regulation	8.5'	27.5	9'	16 min. halves	Continuous*	No	Rotating Arrow	N/A	Lane Only	Man Only++	5	2 min.	25%
3rd Grade Boys	1/2 Regulation	8.5'	28.5	12'	18 min. halves	Continuous*	No	Rotating Arrow	Full-Court in last 2 min.**	Lane Only	Man Only++	5	2 min.	25%
3rd/4th Grade Girls	1/2 Regulation	8.5'	28.5	12'	18 min. halves	Continuous*	No	Rotating Arrow	Full-Court in last 2 min.**	Lane Only	2nd Half Coach's Choice+++	5	2 min.	25%
4th Grade Boys	Regulation	8.5'	28.5	12'	18 min. halves	Continuous*	No	Rotating Arrow	Full-Court in last 2 min.**	Lane Only	2nd Half Coach's Choice+++	5	2 min.	25%
5th Grade Boys	Regulation	10'	28.5	15'	20 min. halves	Continuous*	No	Rotating Arrow	Full-Court in last 2 min.**		2nd Half Coach's Choice+++	5	2 min.	25%
6th Grade Boys	Regulation	10'	28.5	15'	20 min. halves	Continuous*	No	Rotating Arrow	Full-Court in last 2 min.**		2nd Half Coach's Choice+++	5	2 min.	25%

* **Clock** runs continuously until last minute of 1st half and last 2 minutes of 2nd half when clock stops on dead ball.

** **EXCEPTION** Full-Court press is not allowed when defensive team is up by 12 or more points.

+ **MERCY RULE** A team that is leading by 15 or more points must drop back into a zone defense behind the 15' free throw line extended.

++ **ZONE WARNINGS- 2 warnings per game for "zone" defense (including double-team outside of lane and triple-teaming). Next violations will result in 2 free throws and possession.**

+++ **Coach may decide on man-to-man or zone defense will be played by his/her team.**

2 two-minute overtimes allowed. Every OT period will begin with jump ball. Each team is awarded 1 additional time out per OT period. If tie remains after 2 Ots, all players on each team shoot 1 free throw (Team with fewer players chooses those who shoot again to even number.) Repeat until tie is broken.

GAME REMINDERS:

- > Each game will start with devotion and prayer.
- > Behavior issues (i.e. un-Christlike) will NOT be tolerated and will be addressed strictly and according to the CAA rules.
- > Forfeit time is game time. Team must have 5 players present to tip off.
- > 7 minutes will be allowed for warmup prior to game. CAA official may shorten this time at his/her discretion due to extenuating circumstances.
- > 3 minute halftime.
- > 2 timeouts/half with no carryovers from 1st to 2nd half. 2nd half timeouts do carryover to OT period(s).
- > All timeouts will be 1-minute in length. Referees should enforce this strictly.