

2022-23 Basketball Quick Rule Sheet

Revised 11/9/2022

Division	Ball	Goal	Clock	Halftime	Blowout Score In 2nd Half (continuous clock)	Press	Other	
K4/K5 Coed	Junior (27.5)	6 ft.	45 min game 7 min Quarters 1 min between	5 min	n/a	No	<ul style="list-style-type: none"> • No Fast Breaks • No Steals • No Score • No Reaching (hands straight up) Coaches on court w/ whistle to coach/ref 	
1st/2nd Coed	Junior (27.5)	8 ft.	45 min game 8 min Quarters 1 min between	3 min	n/a	D' 3 ft. behind Half court After 10 pt. Lead, inside key/lane	<ul style="list-style-type: none"> • No 3 pointers (all 2s) • No Foul Shots (still 5 fouls/player) • No Fast Breaks • No Stealing the ball from a player • Coaches on court / 1 Referee 	
3rd/4th B 3rd-6th G	Compact (28.5)	9 ft.	18 min Halves Continuous Clock Clock stops on foul shots, technical fouls, and timeouts Clock stops on all whistles last 2 mins of 2nd half				<ul style="list-style-type: none"> • 5 sec. Lane Violation • 10 ft. Free-throw Line - players in lower block position • 'D' inside 3-point line if lead of 10 pts or more 	
5th/6th B 6th-8th G	Compact (28.5)							Last 2 min of each half until 10 pt. lead
7th/8th B 9th/10th B	Regular (29.5)							Last 2 min of each half until 10 pt. lead, then behind half court
9th-12th G Women's	Compact (28.5)							Until 10 pt. lead, then behind half court
11th/12th B	Regular (29.5)							Until 15 pt lead, then behind half court
Men's	Regular (29.5)							n/a
		10 ft.	Same as above, but 20 min halves	3 min	20 pt. Lead			

- For 3rd/4thGrade and up, each team will be given a **5-minute warm-up** before the game and
- **Four (4) 30-sec. timeouts/game. Max three (3) timeouts can be used in the 2nd half**
- There will be **no overtimes** in youth games; at the end of regulation, games will end in a tie. Adult games will play **one (1) 3-minute** overtime.
- **NO DUNKING** at any point before/during/after a game (will result in a **technical foul**)