

Summary of Playing Rules  
Rules are the same for Boys and Girls

	6U	8U	10U	12U	14U	17U
Length of Quarters	6 Minutes...Halftime =2 minutes					8 Minutes
Clock Stops	Time-Outs and Injuries					
Regulation Last 2 Min of 2nd & 4th Qtr	Regulation Clock Observed Last 2 Minutes of 2nd & 4th Quarter in all Leagues					
Backcourt Pressure	None	Entire 4th Q Unless lead 10>	Entire 2nd half Unless lead 15>	Entire 2nd half Unless lead 15>	Entire Game Unless lead 15>	No Restrictions
Mercy Rule	When the leads meets or exceeds 20 pts the clock will continue to run even during the last 2 minutes of half or game. If lead dips below 20 pts normal timing resumes. When lead meets or exceeds 30 pts (follow 20 pt rule plus the following) there will be no double teaming by the team in the lead, except in the lane. All defenders must be inside the 3 point arc.					
Height of Goals	8 feet		9 feet	10 feet		
Foul Line Distance	9 feet	10 Feet	12 feet	15 feet		
Three Point Field Goals	No Three Point		19'9" feet			
Number of Time-Outs	2 (Two) Full Time-outs, 2 (Two) :30 - Second Time-outs					
Number of Time-Outs for OT	One (1) additional Timeout per team for each OT Period in all Leagues					
Technical Fouls Players,	2 Technical Fouls for Unsportsmanlike Conduct will Result in Ejection from Game.					
Coaches, Fans.	3 Technical Fouls on one team will result in <b>FORFEITURE</b> of Game. Observed in all Leagues					
1 and 1 penalty	Will become effective on 7th Foul of Each Half in all Leagues					
Double Bonus (2 Shots)	Will become effective on 10th Foul of Each Half in all Leagues					
Overtime Periods	Two Minute Periods until a winner is determined. This Rule will apply in all Leagues					
Time Outs	In all leagues the Coach May Call timeout from the Bench					
Grace Period	Fifteen (15) Minutes for the first game of the Day, Night, or Morning.					