

ATTACHMENT 1

Game Rules

10.1 Regulation high school rules (OSSAA & NFHS) will be followed unless otherwise noted. NOISE MAKERS ARE NOT ALLOWED IN THE REGULAR SEASON OR POST SEASON.

10.2 There will be two officials provided for each game. In the event there is only one official, the game shall still be played.

10.3 Regulation ball sizes:

- 1st and 2nd grade of both genders shall use a 27.5" basketball.
- 3rd – 6th grade shall use a 28.5" basketball.
- 6th grade boys shall use 29.5" basketball.

10.4 Lane violation rules:

- 3 seconds for 3rd through 6th grade.
- 5 seconds for 1st and 2nd grade.

10.5 Free Throw Rules are as follows:

- 1st grade will be shot from 12'
- 2nd grade will be shot from 13'
- 3rd grade will be shot from 14'
- 4th – 6th grade will be shot from 15'

* Free throw lines must be clearly distinguishable at each gym location. Measured from the backboard. *

10.6 When a team reaches 5 team fouls for a quarter, the opposing team will shoot 2 free throws. Fouls will reset each quarter except for the 4th quarter where OT will be played. There is no more 1 and 1 at 7 team fouls per half.

10.7 All game times will have 4 quarters of 8 minutes. Halftime will be 5 minutes. There will be one minute between quarters.

10.8 The allotted time between games will be determined by how far behind each individual gym is. You may only get 3 minutes between games to keep gyms on schedule.

10.9 For all age levels the clock will stop during timeouts and free throws. The clock also stops during the last two minutes of the second and fourth quarters.

10.10 Pressing rules:

- 1st, 2nd & 3rd grade will play half-court defense only.
- 4th, 5th & 6th grade is not limited to how they choose to press. All pressing will be halted immediately once surpassing a twenty-point lead in all grades.
- No press after a 20-point lead, but they DO NOT have to “pack” it into the lane.

10.11 Overtime – All grades will play a 2-minute OT with a stopped clock. One timeout will be given to each team at the beginning of each overtime period. Timeouts do not carry over. In the event the game is still tied after 2 OTs, sudden death will be played. An untimed quarter will be played and the first team to score wins. Whether by basket or free throw.

- No game shall end in a tie in any age group.

10.12 Timeouts – Each team will be granted 4 timeouts per game, to be used at the coach’s discretion.

10.13 In the 1st through 3rd grade the ball cannot be thrown into the backcourt to keep the competitive integrity of the game intact.

10.14 In the 1st through 3rd grade any timeout called in the backcourt will automatically advance the ball into the front court.

10.15 In the 1st through 3rd grade, fouls can and will be called in the backcourt.

10.16 Goal Heights- Boys and Girls in the 1st and 2nd grade play on an 8’ goal. All others will play on a regulation 10’ goal.

10.17 Traveling rules by grade:

1st and 2nd grade

- TRAVELING will not be allowed in the backcourt.
- OFFENSIVE ADVANTAGE IS DETERMINED BY THE REF(S)

3rd grade

- TRAVELING will not be allowed in the backcourt.
- NO TRAVELING in the frontcourt (3 step max)

4th – 6th grade

- NO TRAVELING in either division, anywhere

10.18 Jump ball- ALL GAMES shall start with a jump ball. There is NO starting a game with free throws.

10.19 Regular Season tie breakers are as follows:

- head-to-head
- points against
- point differential
- points for

10.20 Clock Management:

- Every gym must run the clock according to COYBA rules.
- Clock Management is NOT in the hands of the referees no matter the score of the game.
- The clock MUST stop during all free throws.
- The clock MUST stop under two minutes in the second and fourth quarters.