



### **Tiny Hotshots- Rules of the Game**

Use the 28.5 size basketball and set the basket height at 8”.

Games will begin with a center jump. The alternating possession arrow will be used thereafter for jump ball situations and to start each quarter.

Games are played with 4 six minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

No picks or screens permitted at this level

Defenders must play Man-on-Man only. Zone defenses are not allowed.

No full court pressing is allowed. Shot attempts beyond half court are not allowed, as the Defense cannot guard beyond half court.

As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions.

Fast breaks are not allowed immediately after a rebound, but are allowed when the ball is stolen.

With the exception of play within the Lane area, no Double Teaming Defense is allowed. Each team is allowed three Double Teaming violations per game. A Technical Foul is assessed to the Defense commencing with the fourth Double Teaming violation.

At the start of each half, a running total of Team Fouls begins. Commencing with the 7<sup>th</sup> Team Foul committed, the opponent will be in a 1-and-1 Free Throw situation. Commencing with the 10<sup>th</sup> team foul, two Free Throw shots are awarded.

A 5 Second violation is called when the offensive player is immediately guarded, and is inactive (is not dribbling, passing, or shooting) for more than five seconds. Also, players have 5 seconds to inbound the ball.

Each game occupies approximately one hour of gym time. In order to maintain the pace of our league’s schedule, Coaches are asked not to use in Substitution break as an opportunity for an unofficial timeout.

If an Overtime period is necessary, it will be one minute in length.

Four Timeouts are allowed per team, per game. Each team is allowed only one Timeout per overtime period.

With the exception of those parents volunteering with Game Clock and Scorekeeping duties, the Score Table is Off-Limits to Players and Parents.



### **Mini Hotshots- Rules of the Game**

Use the 28.5 size basketball and set the basket height at 8' 6".

Games will begin with a center jump. The alternating possession arrow will be used thereafter for jump ball situation and to start each quarter.

Games are played with 4 seven minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

No picks or screens permitted at this level

Defenders must play Man-on-Man only. Zone defenses are not allowed.

As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions.

Fast breaks are not allowed immediately after a rebound, but are allowed when the ball is stolen.

With the exception of play within the Lane area, no Double Teaming Defense is allowed. Each team is allowed three Double Teaming violations per game. A Technical Foul is assessed to the Defense commencing with the fourth Double Teaming violation.

At the start of each half, a running total of Team Fouls begins. Commencing with the 7<sup>th</sup> Team Foul committed, the opponent will be in a 1-and-1 Free Throw situation. Commencing with the 10<sup>th</sup> team foul, two Free Throw shots are awarded.

A 5 Second violation is called when the offensive player is immediately guarded, and is inactive (is not dribbling, passing, or shooting) for more than five seconds. Also, players have 5 seconds to inbound the ball.

Each game occupies approximately one hour of gym time. In order to maintain the pace of our league's schedule, Coaches are asked not to use in Substitution break as an opportunity for an unofficial timeout.

If an Overtime period is necessary, it will be one minute in length.

Four Timeouts are allowed per team, per game. Each team is allowed only one Timeout per overtime period.

With the exception of those parents volunteering with Game Clock and Scorekeeping duties, the Score Table is Off-Limits to Players and Parents.



## **Little Hotshots- Rules of the Game**

Use of a normal size boys basketball and the basket height is 10'.

Games will begin with a center jump. The alternating possession arrow will be used thereafter for jump ball situation and to start each quarter.

Games are played with 4 eight minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

Picks or screens permitted at this level

Defenders must play Man-on-Man only. Zone defenses are not allowed.

As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions.

Fast breaks are not allowed immediately after a rebound, but are allowed when the ball is stolen.

During the last 2 minutes remaining in all quarters, full court pressing is allowed (man to man only). At all other times, no full court pressing is allowed.

When a team has built a lead of 12 points or more, it is no longer allowed to apply a full court press.

During the last 2 minutes remaining in Quarters 2 and 4, shot attempts beyond half court are legal. At all other times, shot attempts beyond half court are not allowed, as the Defense cannot guard beyond half court.

At the start of each half, a running total of Team Fouls begins. Commencing with the 7<sup>th</sup> Team Foul committed, the opponent will be in a 1-and-1 Free Throw situation. Commencing with the 10<sup>th</sup> team foul, two Free Throw shots are awarded.

A 5 Second violation is called when the offensive player is immediately guarded, and is inactive (is not dribbling, passing, or shooting) for more than five seconds. Also, players have 5 seconds to inbound the ball.

Each game occupies approximately one hour of gym time. In order to maintain the pace of our league's schedule, Coaches are asked not to use in Substitution break as an opportunity for an unofficial timeout.

If an Overtime period is necessary, it will be one minute in length.

Four Timeouts are allowed per team, per game. Each team is allowed only one Timeout per overtime period.

With the exception of those parents volunteering with Game Clock and Score keeping duties, the Score Table is Off-Limits to Players and Parents.



### **Slammers/Jammers/Rim Rockers- Rules of the Game**

High School Boys Basketball rules apply.

Each game occupies approximately one hour of gym time. In order to maintain our league's schedule, Coaches are asked not to use the Substitution break as an opportunity for an unofficial timeout.

Games are played with 4 ten minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

Zone and man to man pressing is permitted at this level beginning at half court. During the last 2 minutes remaining in each quarter, full court pressing is allowed and both man to man and zone presses are acceptable. At all other times, no full court pressing is allowed.

With the exception of those parents volunteering with the game clock and scorekeeping, the Score Table is Off-Limits to Players and Parents.



## **Tiny Hoopsters- Rules of the Game**

Use the 28.5 size basketball and set the basket height at 8' 6".

Games will begin with a center jump. The alternating possession arrow will be used thereafter for jump ball situation and to start each quarter.

Games are played with 4 six minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

No picks or screens permitted at this level

Defenders must play Man-on-Man only. Zone defenses are not allowed.

No full court pressing is allowed. Shot attempts beyond half court are not allowed, as the Defense cannot guard beyond half court.

As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions.

Fast breaks are not allowed immediately after a rebound, but are allowed when the ball is stolen.

With the exception of play within the Lane area, no Double Teaming Defense is allowed. Each team is allowed three Double Teaming violations per game. A Technical Foul is assessed to the Defense commencing with the fourth Double Teaming violation.

At the start of each half, a running total of Team Fouls begins. Commencing with the 7<sup>th</sup> Team Foul committed, the opponent will be in a 1-and-1 Free Throw situation. Commencing with the 10<sup>th</sup> team foul, two Free Throw shots are awarded.

A 5 Second violation is called when the offensive player is immediately guarded, and is inactive (is not dribbling, passing, or shooting) for more than five seconds. Also, players have 5 seconds to inbound the ball.

Each game occupies approximately one hour of gym time. In order to maintain the pace of our league's schedule, Coaches are asked not to use in Substitution break as an opportunity for an unofficial timeout.

If an Overtime period is necessary, it will be one minute in length.

Four Timeouts are allowed per team, per game. Each team is allowed only one Timeout per overtime period.

With the exception of those parents volunteering with Game Clock and Scorekeeping duties, the Score Table is Off-Limits to Players and Parents.



## **Mini Hoopsters- Rules of the Game**

Use the 28.5 size basketball and set the basket height at 8' 6".

Games will begin with a center jump. The alternating possession arrow will be used thereafter for jump ball situation and to start each quarter.

Games are played with 4 seven minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

No picks or screens permitted at this level

Defenders must play Man-on-Man only. Zone defenses are not allowed.

No full court pressing is allowed. Shot attempts beyond half court are not allowed, as the Defense cannot guard beyond half court.

As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions.

Fast breaks are not allowed immediately after a rebound, but are allowed when the ball is stolen.

With the exception of play within the Lane area, no Double Teaming Defense is allowed. Each team is allowed three Double Teaming violations per game. A Technical Foul is assessed to the Defense commencing with the fourth Double Teaming violation.

At the start of each half, a running total of Team Fouls begins. Commencing with the 7<sup>th</sup> Team Foul committed, the opponent will be in a 1-and-1 Free Throw situation. Commencing with the 10<sup>th</sup> team foul, two Free Throw shots are awarded.

A 5 Second violation is called when the offensive player is immediately guarded, and is inactive (is not dribbling, passing, or shooting) for more than five seconds. Also, players have 5 seconds to inbound the ball.

Each game occupies approximately one hour of gym time. In order to maintain the pace of our league's schedule, Coaches are asked not to use in Substitution break as an opportunity for an unofficial timeout.

If an Overtime period is necessary, it will be one minute in length.

Four Timeouts are allowed per team, per game. Each team is allowed only one Timeout per overtime period.

With the exception of those parents volunteering with Game Clock and Scorekeeping duties, the Score Table is Off-Limits to Players and Parents.



## **Little Hoopsters- Rules of the Game**

Use the 28.5 size basketball and set the basket height at 9”.

Games will begin with a center jump. The alternating possession arrow will be used thereafter for jump ball situation and to start each quarter.

Games are played with 4 eight minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

Picks or screens permitted at this level

Defenders must play Man-on-Man only. Zone defenses are not allowed.

As soon as rebound possession is clearly obtained on the defensive end, the other team drops back to their half-court defensive positions.

Fast breaks are not allowed immediately after a rebound, but are allowed when the ball is stolen.

During the last 2 minutes remaining in Quarters 2 and 4, full court pressing is allowed (man to man only). At all other times, no full court pressing is allowed.

When a team has built a lead of 12 points or more, it is no longer allowed to apply a full court press.

During the last 2 minutes remaining in Quarters 2 and 4, shot attempts beyond half court are legal. At all other times, shot attempts beyond half court are not allowed, as the Defense cannot guard beyond half court.

At the start of each half, a running total of Team Fouls begins. Commencing with the 7<sup>th</sup> Team Foul committed, the opponent will be in a 1-and-1 Free Throw situation. Commencing with the 10<sup>th</sup> team foul, two Free Throw shots are awarded.

A 5 Second violation is called when the offensive player is immediately guarded, and is inactive (is not dribbling, passing, or shooting) for more than five seconds. Also, players have 5 seconds to inbound the ball.

Each game occupies approximately one hour of gym time. In order to maintain the pace of our league’s schedule, Coaches are asked not to use in Substitution break as an opportunity for an unofficial timeout.

If an Overtime period is necessary, it will be one minute in length.

Four Timeouts are allowed per team, per game. Each team is allowed only one Timeout per overtime period.

With the exception of those parents volunteering with Game Clock and Scorekeeping duties, the Score Table is Off-Limits to Players and Parents.



### **Cagers/ Lady Cagers- Rules of the Game**

High School Girls Basketball rules apply.

Each game occupies approximately one hour of gym time. In order to maintain our league's schedule. Coaches are asked not to use Substitution breaks for timeouts.

Games are played with 4 ten minute quarters and a running clock. With two minutes to play or less, clock stops on the whistle for time outs, fouls and balls out of bounds.

Zone and man to man pressing is permitted at this level beginning at half court. During the last 2 minutes remaining in each quarter, full court pressing is allowed and both man to man and zone presses are acceptable. At all other times, no full court pressing is allowed.

With the exception of those parents volunteering with game clock and score keeping duties, the Score Table is Off-Limits to Players and Parents.