• No team may begin a game with less than 4 players. If a team has less than 4 players to start a game, it will forfeit the game. There is a 5 minute grace period before a forfeit is awarded.

### PLAY: 4 on 4 crosscourt.

### **BASKET HEIGHT:** 9 Feet

### CLOCK:

8 minute quarters. Running clock: except for mid-quarter substitutions (4-minute) and last two minutes of 4<sup>th</sup> quarter (will then stop on every whistle). Clock will always stop on foul-shots.

# BASKETBALL SIZE: Standard Women's (28.5")

**<u>TIMEOUTS</u>** 2 timeouts per half (note: unused timeouts do not carry over). 1 Timeout in overtime.

### FOUL SHOTS:

Short Free Throw Line (i.e. short red line located 12ft from backboard) - Each player will shoot one foul-shot at the end of the 1<sup>st</sup> and 3<sup>rd</sup> quarters only and made baskets <u>do count</u> toward the team's score. Each team will shoot the same number of foul shots at the end of the quarter (i.e. if one team has 5 players and one team has 6 players, the team with 5 will have one extra shot from the first player to have missed their first shot).

# LANE VIOLATION:

4 seconds in the lane – short foul-line to regular foul-line is not considered part of the lane. It is encouraged that this rule be more strictly enforced as the season progresses.

10 SECOND RULE: There is now a 10-second rule for bringing the ball past mid-court.

**OVERTIME:** 1 overtime period only (3 minutes) – if the game remains tied, the game is over and results in a tie (except only for tournament games). Overtime will continue until the game is won.

# **SUBSTITUTION:**

Substitutions must occur at the mid-quarter (4-minute) and end-of-quarter points. All players must play at least half of the game and each player must sit out the equivalent of one quarter (unless a team fields less than 6 players). No player should sit out more than 1 quarter before every player has sat out a quarter.

# FAST BREAKS AND PRESSING:

Fast-breaks are legal at any time during the game. Any ball out-of-bounds in the offensive zone will be inbounded by the side closest to the curtain. Full-court pressing is legal only during the last two minutes of the  $2^{nd}$  and  $4^{th}$  quarters and the last minute of the overtime period. During the rest of the game, once a defensive player gets possession of the ball in the backcourt, the opposing team <u>may not press until the ball passes the half-court line</u>. There is no penalty for pressing, only a warning by the referee. Intentionally fouling a player who breaks away on an uncontested lay-up on a fast break will result in two shots plus possession of the ball. (Note: pressing is no longer allowed when a 15+ point advantage is gained).

#### **DEFENSE:**

Man-to-Man & Zone defense can be added at this level to encourage the advancement of the children's' basketball skills and knowledge.