

## QUICK REFERENCE RULE GRID 2016-2017 SEASON

<p>ALL DIVISIONS – HOME TEAM OCCUPIES BENCH TO THE RIGHT OF SCORER'S TABLE</p> <p>1ST HALF: TEAMS WARM UP IN FRONT OF THE OTHER TEAM'S BENCH &amp; SHOOT AT THE BASKET FARTHEST FROM THEIR BENCH</p> <p>2ND HALF: TEAMS WARM UP &amp; SHOOT AT THE BASKET NEAREST THEIR BENCH</p>
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**JEWELRY OF ANY KIND – ZERO TOLERANCE – ALL DIVISIONS – NO EXCEPTIONS – MUST REMOVE OR NOT PERMITTED TO PLAY**

RULE	DIVISION 1 AGES 8-9	DIVISION 2 AGES 10-12	DIVISION 3 AGES 13-15
<b>BALL SIZE</b>	Girls & Boys: SIZE 5 (27.5")	Girls & Boys: SIZE 6 (28.5")	Girls: SIZE 6 (28.5") Boys: SIZE 7 (29.5")
<b>GAME TIMES</b> <small>(running time unless otherwise stated)</small>	Warm-Up : 10 min 1st quarter : 15 min (1 min break) 2nd quarter : 15 min Half Time : 5 min max 3rd quarter : 15 min (1 min break) 4th quarter : 20 min	Warm-Up : 10 min 1st quarter : 15 min (1 min break) 2nd quarter : 15 min Half Time : 5 min max 3rd quarter : 15 min (1 min break) 4th quarter : 20 min	Warm-Up : 10 min 1st quarter : 15 min (1 min break) 2nd quarter : 15 min Half Time : 5 min max 3rd quarter : 15 min (1 min break) 4th quarter : 10 min STOP TIME
<b>TIME-OUTS ALL DIVISIONS</b>	2 in 1st half / 3 in 2nd half, 60 seconds length Unused time-outs cannot be carried into 2nd half During Play: Requested by coach, and will be awarded on the next stoppage of play. During a stoppage of play: Requested by coach, and will be awarded at that time. Coach of team scored upon can request; Scoring team cannot request		
<b>SUBSTITUTIONS ALL DIVISIONS</b>	ALL Substitutes must report to scorer table – NO subs directly off the bench Either team may substitute during any stoppage. During free throws – before first or only free throw OR after second or only free throw (if successful, the shooter may be substituted)		
<b>KEY</b>	ALL DIVISIONS will use the "WIDE KEY" If it is marked on the floor		
<b>FREE THROW LINE</b>	Substitute line: 2 steps nearer from actual line.	Actual line used – rule as written	Actual line used – rule as written
<b>FREE THROW LANES ALL DIVISIONS</b>	2 Offence Players (both middle lanes) 3 Defense Players (both lower lanes + 1 at the highest lane on one side of shooter) All other players must be behind 3 point line & FT Line extended If a lane is EMPTY - the other team CANNOT fill it.		
<b>REBOUND AFTER FREE THROW</b>	ALL DIVISIONS: From Free Throw lanes: after ball is released ALL DIVISIONS: Shooter & all others: after ball hits rim		
<b>FREE THROW VIOLATIONS</b>	ALL DIVISIONS: If basket scored – only shooter violation recognized ALL DIVISIONS: If attempt misses – either team violation recognized		
<b>BONUS</b>	ALL DIVISIONS: On 5th team foul each quarter; all bonus = 2 shots		
<b>PLAYER FOULS OUT WITH ALL DIVISIONS</b>	Any combination of 5 personal fouls & player technical fouls 2 unsportsmanlike (personal or technical) fouls 1 disqualifying (personal or technical) foul		
<b>COACH FOULS OUT WITH</b>	Any combination of 2 coach (C) technicals, 3 bench (B) technicals, or 1 "C" T + 2 "B" Ts 1 disqualifying foul		

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IF ALL COACHES FOULED OUT	All Divisions: Game resumes with any parent (adult) available to sit on the bench. Game Ends with a phone to the league.		
PERSONAL FOULS INCLUDE	Illegal use of hands/arms, block, charge, elbow, trip, push Can occur either during live or dead ball		
SHOOTING FOUL PENALTIES	ALL DIVISIONS: If player fouled in act of shooting = 2 shots OR if a basket counts = 1 shot		
TECHNICAL FOUL	Any deliberate or repeated non-cooperation or non-compliance with the spirit of sportsmanship or fair play. Offended team gets 1 shot AND ball at centre for throw in (whether or not basket scores) <b>Penalty:</b> 1 shot plus ball at centre.		
UNSPORTSMANLIKE FOUL	Any situation in the official's judgement where one player fouls another player during live play, without making any attempt to play the ball, including to delay the game or stop the clock; or, in an effort to play the ball, causes excessive contact (hard foul) <b>Penalty:</b> Shots plus ball at centre. 2 shots for non-shooting foul; otherwise number of free throws determined by type of shot (2 or 3 points) attempted and whether attempt was successful. If successful, only 1 additional free throw awarded.		
DISQUALIFYING FOUL	Any flagrantly unsportsmanlike action of a player (including subs or excluded players), coach, assistant coach, or team follower. <b>Penalty:</b> Shots plus ball at centre. 2 shots for non-shooting foul; otherwise number of free throws determined by type of shot (2 or 3 points) attempted and whether attempt was successful. If successful, only 1 additional free throw awarded.		
VIOLATIONS INCLUDE	Traveling, double dribble, intentional fist/kick, ball/ player out of bounds, timing violations (key, backcourt); over-and-back; free throw lane violation; held ball/jump ball		
3-POINT FG LINE	NOT IN EFFECT	In effect only if visible/marked	In effect only if visible/marked
SHOT FROM BEHIND CENTRE	ALL DIVISIONS: 3 points if try is successful whether 3-point line is marked on floor or not		
3 SECOND RULE	5 seconds IF involved in the play	3 Seconds IF involved in play.	3 Seconds IF involved in play.
BACKCOURT TIME COUNT	10 SECONDS – VISIBLE COUNT	8 SECONDS – VISIBLE COUNT	8 SECONDS – VISIBLE COUNT
	<b>ALL DIVISIONS: Count re-sets if offense is fouled in back court with no free-throws, OR if defense violates half court defense rule.</b>		
THROW IN LOCATIONS	Nearest point out-of-bounds where violation or foul occurred ALL Throw ins are "Handled" by the referee		
("OVER AND BACK") VIOLATION	DRIBBLER: Both feet & ball in front court = front court; anything else = back court (Dribbler stops dribbling while straddling the line & pivots or passes to back court, or passes to another player straddling line = LEGAL) NON-DRIBBLER: one foot in back court = back court Defender jumps from front to back court and intercepts ball, then lands in back court = LEGAL		
THROW IN FROM FRONT TO BACK COURT?	OK - not a violation (learning the game)	Violation "Over and Back"	Violation "Over and Back"
JUMP BALL	ALL DIVISIONS: Only 1 actual jump ball to start game. Any jump balls during play result in alternating-possession (AP) throw-in.		
ALTERNATING POSSESSION (AP)	ALL DIVISIONS: Team that does not gain legal control of the ball from the opening jump is entitled to the first AP. AP changes to the next team after AP throw in is completed (touched by any player on the floor)		
SHOT BLOCKED – AIRBORNE SHOOTER	Player returns to floor with ball = TRAVELLING Player AND defender return to floor BOTH with hands on ball = JUMP BALL/AP		

**SPECIAL VIOLATION RULES**

<b>RULE</b>	<b>DIVISION 1 AGES 8-9</b>	<b>DIVISION 2 AGES 10-12</b>	<b>DIVISION 3 AGES 13-15</b>
<b>HALF COURT DEFENSE</b>	Always half court defense. Let the offence cross the half at ALL times.	Only when applying 20 point "Mercy Rule" See Division 1	Only when applying 20 point "Mercy Rule" See Division 1
<b>ILLEGAL DEFENSE</b>	Teams must play one-on-one defense when offense is in attacking zone (Tip: ask players which numbers they are guarding... tell them to stick with their checks like "GLUE")  2 defenders against ball handler – OK 2 defenders against player without ball – NO 3 defenders against ball handler – NO	SAME AS DIV 1 EXCEPT: Switching to help – OK	
		Defender should be on same side of floor as offensive player they are defending.	
		Help-Side Man to Man is legal VIDEO: <a href="https://www.youtube.com/watch?v=ES7MVSegkSs">https://www.youtube.com/watch?v=ES7MVSegkSs</a>	
<b>SPECIAL RULES PENALTY</b>	ALL DIVISIONS: VIOLATION PLUS WARNING TO COACH & PLAYER		
	If in back court, throw in moves to front court free throw line extended. Repeated Violations = Potential Technical Foul (Coach)	Repeated violations – Coach OR Player technical – official's discretion.	Repeated violations – Coach OR Player technical – official's discretion.