

Wesley Chapel UMC Basketball Rules

4495 Sandy Plains Road | 770-384-6144



This is an instructional league. In all cases, we must provide examples as players, coaches, officials, and spectators. The rules are intended to enhance the experience for all of the people involved in the program. If you have a suggestion that will help, please speak with the Program Coordinator.

Purpose and Goals of the Wesley Chapel Basketball League:

- Teach and encourage good sportsmanship in all our interactions with players, coaches, parents and referees
- Teach the fundamentals of the game
- Give every player equal opportunity to be fully involved in their team's offensive and defensive efforts
- Each player will be given equal playing time in every game
- Have fun (for many players this is their first experience playing basketball, we want them to come back next season)
- Be a positive role model
- After all of the above have been accomplished, winning the game is the last goal

RULES:

1. National Federation of High School Association Rules govern, except as noted.
2. **Unsportsmanlike behavior will not be tolerated.**
 - a. Head coaches are responsible for immediately reporting any incident covered by this rule to the Program Coordinator.
 - b. Coaches, players, and families will NOT argue judgment calls with an official or with a league representative under any circumstances. See Rule 4 for dispute resolution mechanism.
 - c. Any player who commits a flagrant foul is subject to immediate suspension or immediate permanent expulsion from the program.
 - d. Any player who commits two technical fouls for unsportsmanlike behavior in a season is subject to immediate suspension or immediate permanent expulsion from the program.
 - e. Any coach, player, or spectator ejected from a game or a practice by the officials must report to the Program Coordinator and request permission to return for future events and future practices. The team head coach is responsible for immediately notifying the Program Coordinator of the circumstances of the ejection. Further, the team head coach is responsible for notifying the ejected person of the details of this rule and ensuring its enforcement.
 - f. Violation of this rule by spectators, by players, or by coaches can result in permanent suspension of coaching, playing, and/or spectator privileges.
 - g. Parents violating this rule subject their children to a loss of playing privileges.
 - h. No person who violates this rule will be eligible for a refund.
3. There is no appeal for any decision made by the Wesley Chapel Basketball Program Coordinator.
4. If a coach feels that the officials are incorrectly applying the rules or that a rule should be changed, they should provide a written summary of the discrepancy to the Program Coordinator for review.
5. Spectators will remain in the spectator area (which does not include the team benches, the ends of the court, or any other part of the church) for the entirety of all games and all practices, unless specifically requested to do otherwise by a referee, coach, or other authorized personnel. Penalty: Technical Foul with no warning.
6. A tie score at the end of regulation play stands.
7. Anyone damaging the goals, or other church property, will be liable for the cost of the damage. Depending on the severity of the damage, suspension or permanent expulsion under Sportsmanship Rule 2 may apply. There is absolutely no dunking or touching of the rim.
8. The three second rule will not be enforced for the first half of the season for the 1st-2nd grade players. After the mid-season break, this rule will be enforced.

100. Specification by Divisions

Kindergarten – 1st Grade

- | | |
|------------------------------------|---|
| 101. Basket height | 8 feet |
| 102. Ball Size | Youth 28.5" |
| 103. Pre-Game Issues | <ul style="list-style-type: none">• <u>Each team must supply one adult (18+) scorekeeper > 5 minutes before the game time.</u> One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.• The home team coach will say a short prayer during pre-game meeting.• If a team does not have enough players, they may play with four or less players (i.e. four on four, etc.), or borrow enough players (from the same age group) to have game. <i>For liability reasons, only players registered in the program may play.</i> Every effort should be made to have a game. One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.• Only registered players and coaches may be seated on team benches. Coaches are responsible for ensuring the family/friends are not seated at team benches. Penalty: Technical Foul with no warning• Bench personnel and players will not cross the end of the court while the ball is in that end of the court. Penalty: Technical Foul with no warning |
| 104. Mandatory Participation Rule: | <ul style="list-style-type: none">• Each player shall play a minimum of two full quarters in each game within the substitution rules noted elsewhere in this document.• No player may participate in a third quarter until all players on a team have met the two quarter minimum, except when injuries have occurred.• If a team has more than 10 players attending the game, the coach must ensure that all players get equal playing time.• Penalties: 1) The offending player is disqualified for the remainder of the game, and 2) All points scored by the offending player will be subtracted from the game score. If the player has not scored during the game, a Technical Foul will be assessed. |
| 105. Player Positions and Roles: | <ul style="list-style-type: none">• Every player on a team will play at least two full quarters at each position during the season.• Every player on team should bring the ball up the court at least once during each game.• Head coaches responsible for compliance. |
| 106. Clock: General | <ul style="list-style-type: none">• Four 8 minutes periods, <u>running clock</u> except as noted below• 1 minute time out between quarters.• 6 minute half time. |
| 107. Clock: Time Outs | <ul style="list-style-type: none">• Each team allowed one 60 second timeout per period with no carry-over of unused timeouts. Penalty for calling > 1 timeout per quarter: Technical Foul• Each coach will be allowed to request one official time out per game to gather each and referees to discuss possible rule discrepancy or interpretation• This time out will not be counted against a team's 1 time out per quarter• This official time out should be kept to a maximum of 1 minute• Referee, as in all instances, has the final say to the outcome of all discussions. |
| 108. Clock: Stopped Clock | <ul style="list-style-type: none">• Stopped time used during last 2 minutes of 4th quarter |
| 109. Clock: Substitutions | <ul style="list-style-type: none">• Clock stopped to allow for substitutions midway through each quarter |
| 110. Clock: Free Throws | <ul style="list-style-type: none">• Not applicable |

100. Specification by Divisions

Kindergarten – 1st Grade

111. Coach on Court

- The head coach may take a position on court
- When the head coach is on the court, all bench personnel must remain seated, except to spontaneously respond to a play.
- Person on court restricted to area outside three point circle and between the side red line and the sideline.
- Person on court shall not impede play nor interfere with officials. Person on court shall not block scorer's table or opponent's bench.
- Person on court will follow instructions from officials, and be held to a higher standard of conduct.
- If official judges the person intentionally impedes play or provides an "advantage gained", official shall assess a Technical Foul.
- Rule only enforced the first half of the season. After break, coaches restricted to bench area

112. Possession

- For start of Q1, home team. Thereafter, possession arrow.

113. Substitution

- Allowed between periods or at time outs between 4:30 and 3:30 of a period, which will be called by an official and is to be only for substitution purposes, not strategizing. There will only be one official substitution time out per quarter.
- If a substitution is to be made at a coach's time out, the entire timeout including any lineups must be less than one minute.

114. Free Throws

When a player is fouled, a free throw is not shot. In instances where a free throw(s) would be shot, one point is awarded for each free throw as if the shot(s) was good. In a one and one situation one point is awarded to the fouled player and the ball is awarded to the fouled player's team at half court.

115. Halftime

Foul Shots at halftime

- At halftime, each player will be allowed 2 free throw chances to make one shot
- Shots will be taken consecutively by each player
- If the first shot is made, the player will be given an opportunity to take a 2nd shot
- Players will not be penalized if they cross over the "foul line" while shooting this halftime shot
- Should the player make both shots, only 1 point will be awarded
- In situations where the opposing team has fewer players, the player(s) who do not make either free throw will be designated as the player to take additional shots
- 1st/2nd shoot from 6ft; 3rd/4th shoot from 8 ft; other ages from regular free throw stripe

116. Defense^a

Man to man defense

- Defensive players must be within 5 feet of the offensive player they are guarding at all times
- Zone defenses are not allowed
- Help defense is allowed in instances where an offensive players has clearly passed the defensive player; however, the original defensive player may not double team.
- When an offensive player uses a teammate as a "screen/pick", the player defending the "picker" may impede the player with the ball and even "switch" to guard the player with the ball.
- After a rebound, tipped ball or other times when there is a free ball in the paint, double teaming will be allowed as it is part of the natural flow of the game.
- ***It is very difficult to call these violations, but if called it will result in the following:***
- 1st infraction will result in a warning to the coach
- 2nd infraction will result in a technical foul , 1 point awarded the opposing team, and change of possession
- Each team will be given one warning per game to instruct their players

100. Specification by Divisions

2nd-3rd grade

- | | |
|------------------------------------|---|
| 101. Basket height | 9 feet |
| 102. Ball Size | Youth 28.5" |
| 103. Pre-Game Issues | <ul style="list-style-type: none">• <u>Each team must supply one adult (18+) scorekeeper > 5 minutes before the game time.</u> One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.• The home team coach will say a short prayer during pre-game meeting.• If a team does not have enough players, they may play with four or less players (i.e. four on four, etc.), or borrow enough players (from the same age group) to have game. <i>For liability reasons, only players registered in the program may play.</i> Every effort should be made to have a game. One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.• Only registered players and coaches may be seated on team benches. Coaches are responsible for ensuring the family/friends are not seated at team benches. Penalty: Technical Foul with no warning• Bench personnel and players will not cross the end of the court while the ball is in that end of the court. Penalty: Technical Foul with no warning |
| 104. Mandatory Participation Rule: | <ul style="list-style-type: none">• Each player shall play a minimum of two full quarters in each game within the substitution rules noted elsewhere in this document.• No player may participate in a third quarter until all players on a team have met the two quarter minimum, except when injuries have occurred.• If a team has more than 10 players attending the game, the coach must ensure that all players get equal playing time.• Penalties: 1) The offending player is disqualified for the remainder of the game, and 2) All points scored by the offending player will be subtracted from the game score. If the player has not scored during the game, a Technical Foul will be assessed. |
| 105. Player Positions and Roles: | <ul style="list-style-type: none">• Head coach discretion on player position and roles |
| 106. Clock: General | <ul style="list-style-type: none">• Four 8 minutes periods, <u>running clock</u> except as noted below• 1 minute time out between quarters.• 6 minute half time. |
| 107. Clock: Time Outs | <ul style="list-style-type: none">• Each team allowed one 60 second timeout per period with no carry-over of unused timeouts. Penalty for calling > 1 timeout per quarter: Technical Foul• Each coach will be allowed to request one official time out per game to gather each and referees to discuss possible rule discrepancy or interpretation• This time out will not be counted against a team's 1 time out per quarter• This official time out should be kept to a maximum of 1 minute• Referee, as in all instances, has the final say to the outcome of all discussions. |
| 108. Clock: Stopped Clock | <ul style="list-style-type: none">• Stopped time used during last 2 minutes of 4th quarter |
| 109: Clock: Substitutions | <ul style="list-style-type: none">• Clock stopped to allow for substitutions midway through each quarter |
| 110: Clock: Free | <ul style="list-style-type: none">• Not applicable |
| 111. Coach on Court | <ul style="list-style-type: none">• Coaches shall not be allowed on court during play• Only one coach may be standing on side line during play |
| 112. Possession | <ul style="list-style-type: none">• High school rules• Jump ball to start game; possession arrow thereafter |
| 113. Substitution | <ul style="list-style-type: none">• Allowed between periods or at time outs between 4:30 and 3:30 of a period, which will be called by an official and is to be <u>only for substitution purposes, not strategizing.</u> There will only be one official substitution time out per quarter.• The NFHS provisions for requesting a substitution apply; must report to the scorekeeper, wait for the official to call them on the court, etc. |

100. Specification by Divisions

2nd-3rd grade

114. Free Throws
- When a player is fouled, a free throw is not shot. In instances where a free throw(s) would be shot, one point is awarded for each free throw as if the shot(s) was good. In a one and one situation one point is awarded to the fouled player and the ball is awarded to the fouled player's team at half court.
115. Halftime
- Foul Shots at halftime
- At halftime, each player will be allowed 2 free throw chances to make one shot
 - Shots will be taken consecutively by each player
 - If the first shot is made, the player will be given an opportunity to take a 2nd shot
 - Players will not be penalized if they cross over the "foul line" while shooting this halftime shot
 - Should the player make both shots, only 1 point will be awarded
 - In situations where the opposing team has fewer players, the player(s) who do not make either free throw will be designated as the player to take additional shots
 - 1st/2nd shoot from 6ft; 3rd/4th shoot from 8 ft; other ages from regular free throw stripe
116. Defense^a
- Man to man defense
- Defensive players must be within 5 feet of the offensive player they are guarding at all times
 - Zone defenses are not allowed
 - Help defense is allowed in instances where an offensive players has clearly passed the defensive player; however, the original defensive player may not double team.
 - When an offensive player uses a teammate as a "screen/pick", the player defending the "picker" may impede the player with the ball and even "switch" to guard the player with the ball.
 - After a rebound, tipped ball or other times when there is a free ball in the paint, double teaming will be allowed as it is part of the natural flow of the game.
 - ***It is very difficult to call these violations, but if called it will result in the following:***
 - 1st infraction will result in a warning to the coach
 - 2nd infraction will result in a technical foul , 1 point awarded the opposing team, and change of possession
 - Each team will be given one warning per game to instruct their players
117. Safe Zone & Press
- The Defense may not press any offensive player in the backcourt or between half court and the red line.
118. Fast Break^b
- Allowed if ball stolen above free throw line.
119. Mercy Rule
- Applies when the difference in the scores is 13 points or more.
- a) The team that is ahead may not fast break^c.
 - b) The team that is ahead may not press^d.
 - c) The team that is ahead must pass the ball three times within the offensive half court (below the red line) prior to shooting. Any shots made without passing three times will result in an immediate turnover and no points can be scored without passing three times.
 - d) The scoreboard will never show more than the above differences in the scores for the teams. Points scored by the leading team will count for both teams until the difference in scores is less than the above value. Points credited to the losing team will be credited to a player labeled "mercy rule" in the book for tracking purposes.

^aThis rule is difficult to enforce. The referees are asked to allow double teaming that is incidental to play.

^bFor our league, a fast break occurs if the offensive player is proceeding quickly down the court and there are no defensive players in front of them.

^cApplies in all situations where the fast break would normally be allowed.

^dApplies in all situations where the press would normally be allowed.

100. Specification by Divisions

4th-5th grade

- | | |
|------------------------------------|---|
| 101. Basket height | 10 feet |
| 102. Ball Size | Regulation 29-30" |
| 103. Pre-Game Issues | <ul style="list-style-type: none">• <u>Each team must supply one adult (18+) scorekeeper > 5 minutes before the game time.</u> One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.• The home team coach will say a short prayer during pre-game meeting.• If a team does not have enough players, they may play with four or less players (i.e. four on four, etc.), or borrow enough players (from the same age group) to have game. <i>For liability reasons, only players registered in the program may play.</i> Every effort should be made to have a game. One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.• Only registered players and coaches may be seated on team benches. Coaches are responsible for ensuring the family/friends are not seated at team benches. Penalty: Technical Foul with no warning• Bench personnel and players will not cross the end of the court while the ball is in that end of the court. Penalty: Technical Foul with no warning |
| 104. Mandatory Participation Rule: | <ul style="list-style-type: none">• Each player shall play a minimum of two full quarters in each game within the substitution rules noted elsewhere in this document.• No player may participate in a third quarter until all players on a team have met the two quarter minimum, except when injuries have occurred.• If a team has more than 10 players attending the game, the coach must ensure that all players get equal playing time.• Penalties: 1) The offending player is disqualified for the remainder of the game, and 2) All points scored by the offending player will be subtracted from the game score. If the player has not scored during the game, a Technical Foul will be assessed. |
| 105. Player Positions and Roles: | <ul style="list-style-type: none">• Head coach discretion on player position and roles |
| 106. Clock: General | <ul style="list-style-type: none">• Four 8 minutes periods, <u>running clock</u> except as noted below• 1 minute time out between quarters.• 6 minute half time. |
| 107. Clock: Time Outs | <ul style="list-style-type: none">• Each team allowed one 60 second timeout per period with no carry-over of unused timeouts. Penalty for calling > 1 timeout per quarter: Technical Foul• Each coach will be allowed to request one official time out per game to gather each and referees to discuss possible rule discrepancy or interpretation• This time out will not be counted against a team's 1 time out per quarter• This official time out should be kept to a maximum of 1 minute• Referee, as in all instances, has the final say to the outcome of all discussions. |
| 108. Clock: Stopped Clock | <ul style="list-style-type: none">• Stopped time used during last 2 minutes of 4th quarter |
| 109. Clock: Substitutions | <ul style="list-style-type: none">• Clock runs during player substitutions |
| 110. Clock: Free Throws | <ul style="list-style-type: none">• Clock operator shall stop clock when notified of a "shooting foul." Clock shall start again when shooter receives ball for final free throw (second of two, third of three, etc.) |
| 111. Coach on Court | <ul style="list-style-type: none">• Coaches shall not be allowed on court during play• Only one coach may be standing on side line during play |

100. Specification by Divisions

4th-5th grade

112. Possession
- High school rules
 - Jump ball to start game; possession arrow thereafter
113. Substitution
- High School Rules: players must report to scorer's table for substitutions
114. Free Throws
- High School Rules
- See clock section for stoppage
115. Halftime
- Foul Shots at halftime
- At halftime, each player will be allowed 2 free throw chances to make one shot
 - Shots will be taken consecutively by each player
 - If the first shot is made, the player will be given an opportunity to take a 2nd shot
 - Players will not be penalized if they cross over the "foul line" while shooting this halftime shot
 - Should the player make both shots, only 1 point will be awarded
 - In situations where the opposing team has fewer players, the player(s) who do not make either free throw will be designated as the player to take additional shots
 - 1st/2nd shoot from 6ft; 3rd/4th shoot from 8 ft; other ages from regular free throw stripe
116. Defense^a
- High School rules
117. Safe Zone & Press
- High School rules
118. Fast Break^b
- High School rules
119. Mercy Rule
- Applies when the difference in the scores is 16 points or more.
- a) team that is ahead may not fast break^c.
 - b) The team that is ahead may not press^d.
 - c) The team that is ahead must pass the ball three times within the offensive half court (below the red line) prior to shooting. Any shots made without passing three times will result in an immediate turnover and no points can be scored without passing three times.
 - d) The scoreboard will never show more than the above differences in the scores for the teams. Points scored by the leading team will count for both teams until the difference in scores is less than the above value. Points credited to the losing team will be credited to a player labeled "mercy rule" in the book for tracking purposes.

^aThis rule is difficult to enforce. The referees are asked to allow double teaming that is incidental to play.

^bFor our league, a fast break occurs if the offensive player is proceeding quickly down the court and there are no defensive players in front of them.

^cApplies in all situations where the fast break would normally be allowed.

^dApplies in all situations where the press would normally be allowed.

100. Specification by Divisions

6th-8th grade & high school

101. Basket height 10 feet
102. Ball Size Regulation 29-30"
103. Pre-Game Issues
- Each team must supply one adult (18+) scorekeeper > 5 minutes before the game time. One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.
 - The home team coach will say a short prayer during pre-game meeting.
 - If a team does not have enough players, they may play with four or less players (i.e. four on four, etc.), or borrow enough players (from the same age group) to have game. ***For liability reasons, only players registered in the program may play.*** Every effort should be made to have a game. One operates the clock; other completes the book. Penalty for not supplying scorekeeper: Technical Foul.
 - Only registered players and coaches may be seated on team benches. Coaches are responsible for ensuring the family/friends are not seated at team benches. Penalty: Technical Foul with no warning
 - Bench personnel and players will not cross the end of the court while the ball is in that end of the court. Penalty: Technical Foul with no warning
104. Mandatory Participation Rule:
- Each player shall play a minimum of two full quarters in each game within the substitution rules noted elsewhere in this document.
 - No player may participate in a third quarter until all players on a team have met the two quarter minimum, except when injuries have occurred.
 - If a team has more than 10 players attending the game, the coach must ensure that all players get equal playing time.
 - Penalties: 1) The offending player is disqualified for the remainder of the game, and 2) All points scored by the offending player will be subtracted from the game score. If the player has not scored during the game, a Technical Foul will be assessed.
105. Player Positions and Roles:
- Head coach discretion on player position and roles
106. Clock: General
- Four 8 minutes periods, running clock except as noted below
 - 1 minute time out between quarters.
 - 6 minute half time.
107. Clock: Time Outs
- Each team allowed one 60 second timeout per period with no carry-over of unused timeouts. Penalty for calling > 1 timeout per quarter: Technical Foul
 - Each coach will be allowed to request one official time out per game to gather each and referees to discuss possible rule discrepancy or interpretation
 - This time out will not be counted against a team's 1 time out per quarter
 - This official time out should be kept to a maximum of 1 minute
 - Referee, as in all instances, has the final say to the outcome of all discussions.
108. Clock: Stopped Clock
- Stopped time used for last 2 minutes of 2nd and 4th quarter
109. Clock: Substitutions
- Clock runs during player substitutions
110. Clock: Free Throws
- Clock operator shall stop clock when notified of a "shooting foul." Clock shall start again when shooter receives ball for final free throw (second of two, third of three, etc.)
111. Coach on Court
- Coaches shall not be allowed on court during play
 - Only one coach may be standing on side line during play

100. Specification by Divisions

6th-8th grade & high school

112. Possession
- High school rules
 - Jump ball to start game; possession arrow thereafter
113. Substitution
- High School Rules: players must report to scorer's table for substitutions
114. Free Throws
- High School Rules
See clock section for stoppage
115. Halftime
- Foul Shots at halftime
- At halftime, each player will be allowed 2 free throw chances to make one shot
 - Shots will be taken consecutively by each player
 - If the first shot is made, the player will be given an opportunity to take a 2nd shot
 - Players will not be penalized if they cross over the "foul line" while shooting this halftime shot
 - Should the player make both shots, only 1 point will be awarded
 - In situations where the opposing team has fewer players, the player(s) who do not make either free throw will be designated as the player to take additional shots
 - 1st/2nd shoot from 6ft; 3rd/4th shoot from 8 ft; other ages from regular free throw stripe
116. Defense^a
- High School Rules
117. Safe Zone & Press
- High School Rules
118. Fast Break^b
- High School Rules. Allowed.
119. Mercy Rule
- Applies when the difference in the scores is 20 points or more.
- a) team that is ahead may not fast break^c.
 - b) The team that is ahead may not press^d.
 - c) The team that is ahead must pass the ball three times within the offensive half court (below the red line) prior to shooting. Any shots made without passing three times will result in an immediate turnover and no points can be scored without passing three times.
 - d) The scoreboard will never show more than the above differences in the scores for the teams. Points scored by the leading team will count for both teams until the difference in scores is less than the above value. Points credited to the losing team will be credited to a player labeled "mercy rule" in the book for tracking purposes.

^aThis rule is difficult to enforce. The referees are asked to allow double teaming that is incidental to play.

^bFor our league, a fast break occurs if the offensive player is proceeding quickly down the court and there are no defensive players in front of them.

^cApplies in all situations where the fast break would normally be allowed.

^dApplies in all situations where the press would normally be allowed.

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Revision history

DATE	DESCRIPTION
12 Nov 1999	Updated for Fall 1999 Basketball Season
19 Nov 1999	Removed stopping of clock for dead ball in the last 1 minute of the game for 8 and under. Allow free substitutions for 13-14.
15 May 2000	Revised rule for change in age groupings.
26 May 2000	Final revision for Summer 2000 season.
9 Sep 2000	Review and revision for Fall 2000 season.
2 Nov 2001	Reviewed for Fall 20001 season.
6 June 2002	Changes for Summer 2002 season. Modified numbering for clearer reference to rules. Modified Rule 5: added penalty. Modified Rule 12.6: changed length of time out to 60 seconds. Modified Rule 13: added that bench personnel must be seated when the head coach is on the court. Added Rule 14. Added Rule 15. Modified footnote "c". Modified Rule 108: removed confusing "closely guarded" statement.
1 May 2003	Reviewed for Summer Season. Added Penalty for Mandatory Participation Rule 7. Added Mercy Rule 16.
29 May 2003	Clarify Rule 6. Removed timers note from Rule 12.4. Added Rule 12.7: allowing fast break in last two minutes. Added Rule 13.8. Changed Rule 15 to require two quarters in a season. Changed Rule 104 to move 8-9 half point free throws closer to the basket. Changed Rule 107 to make the player between half court and the red line closely guarded. Clarified Rule 108. Moved Mercy Rule from 16 to 110. Make mercy rule age dependent. Editorial Changes.
2 Jun 2003	Final review for Summer 2003. Minor formatting for legibility.
12 Jul 2003	Rule 110: clarified Mercy Rule to allow scoring of half time free throws ands foul.
1 Nov 2003	Rule 7: Mandatory Participation clarified rule.
22 Nov 2003	Rule 110: Simplified Mercy Rule. Changed half time length from eight to six minutes. Rule 108:

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Revision history

DATE	DESCRIPTION
17 Nov 2004	12.6 Simplified language. 12.8 Added stopped time at end of 1 st half of game for 12-14 only. 16 Added no 3 second rule for 1 st half of season. 101 Modified substitution rules to allow mid-quarter substitutions for 6-11 age groups. No change to 12-14 age group. 110 Revised Mercy Rule.
23 Dec 2009	Converted Rules to MS WORD format. Converted age groups into school grade groups through out. Rule 101 modified to explain Official's Time Out per quarter for subbing. Rule 108 modified to allow fast breaks for balls stolen above free throw line.
18 Oct 2010	Add Rules 17, 18, 19 and 111.
15 Sep 2013	Changed format to insert most rules into tables to more clearly show which rules apply at each age group. Cleaned up man to man defense rule to allow switching and clarify after rebounds. Clarified stopped clock during free throws.
4 Nov 2014	Switched age groups by adding Kindergarten and moving each age group accordingly.
9 Sep 2021	Rule 108 modified for 4th-5th grade to play by high school rules Rule 113 modified for 4th-5th grade to play by high school rules Rule 117 modified for 4th-5th grade to play by high school rules Rule 118 modified for 4th-5th grade to play by high school rules