

Rule	K	1st	2nd Grade Boys/Girls	3rd Grade Boys/Girls	4th/5th Rec	4th/5th Spirit
Ball Size	Junior (27)	Junior (27)	Junior (27)	Intermediate (28.5)	Intermediate (28.5)	Intermediate (28.5)
Rim Height	8' or lower	8'	9'	9'	10'	10'
Length of Game	8 min quarters	8 min quarters	8 min quarters	8 min quarters	8 min quarters	8 min quarters
Clock	Continuous	Continuous	Continuous	Continuous except Free Throws and last minute of each quarter	Continuous except during Free Throws & last 2 minutes of the 2 nd & 4 th quarters.	Continuous except during Free Throws and last 2 minutes of the 2 nd & 4 th quarters.
Overtime	No	No	No	No	One 3-min overtime	One 3-min overtime, Then Free Throw Shootout if still tied.
Free Throws	No	No	No	Free throws will be taken in the case of a shooting foul from an adjusted foul line or at the regulation 15-foot line depending on the skill level and/or time of the season. No one-and-one bonus.	Free throws will be taken in the case of a shooting foul from an adjusted foul line or at the regulation 15-foot line depending on the skill level and/or time of the season. No one-and-one bonus.	Free throws will be taken in the case of a shooting foul from an adjusted foul line or at the regulation 15-foot line depending on the skill level and/or time of the season. There will be one-and-one bonus for fouls.
One-on-One Bonus						
FT Distance	N/A	N/A	N/A	10' – 15'	12' – 15'	12' – 15'
Strip Ball Handler	No	No	No	Yes in the key/paint only while holding the ball.	Yes	Yes
Full Court Press (Man to Man Press only)	No	No	No	No	Yes-last 2 minutes of the 2 nd and 4 th quarters. Except when one team leads by 12 or more points then only team behind can press.	Yes-last 2 minutes of the 2 nd and 4 th quarters. Except when one team leads by 12 or more points then only team behind can press.
No Double Team				May double team inside the key/paint area only.	May double team inside the key/paint area only. Must be within 5 to 8 feet of the person you are guarding	May double team inside the key/paint area only. Must be within 6 to 10 feet of the person you are guarding.
Score kept	No	No	No	No	Yes	Yes
Screens and Switching	No	No	No	Yes Screens and switches allowed away from the ball.	Yes	Yes
Color Wrist Bands Required	Yes	Yes	Yes	No	No	No
Mercy Rule	NA	NA	NA	NA	Yes – 30 points	Yes – 30 points
3 Point Arc	NA	NA	NA	Yes-shot behind 3 point arc will count for 3 points.	Yes-shot behind 3 point arc will count for 3 points.	Yes-shot behind 3 point arc will count for 3 points.
Fouls	NA	NA	NA	Players can accrue up to six fouls , at which point that player must be removed from play for the remainder of the game.	Players can accrue up to five fouls , at which point that player must be removed from play for the remainder of the game.	Players can accrue up to five fouls , at which point that player must be removed from play for the remainder of the game.