

Rule	K	1 st	2 nd Grade	3 rd Grade	4 th /5 th Rec	Spirit
Ball Size	Junior (27)	Junior (27)	Junior (27)	Intermediate (28.5)	Intermediate (28.5)	Intermediate (28.5)
Rim Height	8'	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 except Free Throws and last minute of each quarter	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.
Halftime	5 minutes	5 minutes	5 minutes	5 minutes	5 minutes	One 3-min overtime, Then Free Throw Shootout if still tied.
Overtime	NA	NA	NA	NA	NA	
Free Throws	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.	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.	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.	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.
One-on-One Bonus			No one-and-one bonus.	No one-and-one bonus.	No one-and-one bonus.	There will be one-and-one bonus for fouls.
FT Distance	NA	NA	10' – 15'	10' – 15'	12' - 15'	12' – 15'
Strip Ball Handler	No	No	No	Yes	Yes	Yes
(Man to Man Press only) No Double Team	No	No	No	No May double team inside the key/paint area only.	No Full Court Press. May double team inside the key/paint area only. Must be within 5 to 6 feet of the person you are guarding	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. May double team inside the key/paint area only. Must be within 6 to 8 feet of the person you are guarding.
Score kept	No	No	No	No	No	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	Yes	No	No
Timeouts per game	2	2	2	2	2	Yes – 30 points
3 Point Arc	NA	NA	NA	NA	NA	Yes-shot behind 3 point arc will count for 3 points.
Fouls	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 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.