What Changes

Differences of rules between grade levels.

K to 1

Rule was	Rule is
4-on-4	5-on-5
Game start with coin toss	Game starts with jump ball
Violations never result change of possession	After the first 3 games, change of possession can
	occur

Grade 1 to Grade 2

Rule was	Rule is
After the first 3 games, change of possession can	For the first six 4-minute segments, upon violation,
occur in case of a violation.	offensive team retains ball. During the last two 4-
	minute segments, the offensive team will lose
	possession.

Grade 2 to Grade 3

Rule was	Rule is
Basket height 8 feet	Basket height 9 feet
No timeouts	Two 30-second timeouts per half
8, 4-minute segment game length	4, 10-minute segment game length
2-3 minute half-time	5 minute half-time
Running Clock	Clock will stop only for timeouts, injuries, or referee
	instructed time.
Fouls not recorded	Fouls recorded
No free throws	Free throws shot from 10 feet
Referee verbal cues upon violations	No referee adjustments required

Grade 3 to Grade 4

Rule was	Rule is
Basket height 9 feet	Basket height 10 feet
No Overtimes	Overtime of 2-minute stop clock. No 2 nd overtime.
Free throws shot from 10 feet	Free throws shot from 12 feet
Stealing allowed on passes only.	Stealing allowed off of dribble after first two weeks
	of play.
No rules on last two minutes	Last 2 minutes of 4 th quarter is stop clock if score
	differential is 6 points of less. If initiated, rules still
	progresses with stop clock rules even if differential
	is increased.

Grade 4 to Grade 5/6

Rule was	Rule is
Basketball size 27.0"	Basketball size 28.5"
No 2 nd overtime	2 nd overtime allowed
Free throws shot from 10 feet	Free throws shot from 12 feet

Backcourt defense not allowed	Player-to-Player backcourt defense allowed in 4 th
	quarter only, except by team ahead by 10 or more
	points.

Grade 5/6 to Grade 7/8

Rule was	Rule is
Basketball size 28.5"	Basketball size 28.5" for girls, 29.5" for boys
Substitutions only allowed at the halfway point of	Subs check in at score table and wait for referee to
each period	wave them on
If still tied after 2 nd overtime, game will end in a	2 nd overtime is un-time: first team to score 3 points
tie.	wins
Shots made from behind the 3-point line will be	Shots made from behind the 3-point line will be
recorded as 2 points.	recorded as 3 points.
No Zone defense allowed	Zone defense allowed
Player-to-Player backcourt defense allowed in 4 th	Player-to-Player backcourt defense allowed except
quarter only, except by team ahead by 10 or	by team ahead by 10 or more points.
more points.	
Time determined substitution pattern	Coach determined substitution pattern

Grade 7/8 to Grade 9-12

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Rule was	Rule is
Two 30-second timeouts per half	Three (3) 30-second timeouts
	during regulation time
5 minute half-time	3 minute half-time
No check-in requirement	Players must check in with photo ID prior to game.
No time limit for players on court	No player may play more than 9 minutes per
	quarter (exception team with less than 7 players).
No trapping/double-teaming outside of the 3-	No defensive restrictions except: No backcourt
point line. Player-to- Player backcourt defense is	pressure by a team that is ahead by 15 points or
allowed except by team ahead by 10 or more	more.
points.	
Offensive plays designed to isolate the ball	Offensive plays designed to isolate the ball handler
handler for a one-on-one clear out are not	for a one-on-one clear out are permitted.
permitted.	
No technical foul language.	Any Technical Foul issued during a game will be
	reported to the league and the head coach will be
	required to provide an explanation to the coach
	coordinator.
	Two Technical Fouls issued to a player or a coach in
	one game will result in immediate ejection and
	automatic suspension for the remainder of the day
	as well as the next weekend.