APPLIES FOR ALL IN-HOUSE BW vs BW GAMES

only excludes 11/12YO Boys Open, 11/12YO Girls Rec

Division	Minutes / Half	Ball Size	Goal Height	Free Throw Distance	Offense	Defense	Tip Off
Kindergarten	16	27.5"	8'	10'	16 max pts per player, no isolation plays	Man-to-man	Coin Toss
1st Grade Boys & Girls	18			10'			
2nd Grade Boys & Girls	18			12'			
3rd Grade Girls	20	27.5"	8'	12'	22 max pts per player, no isolation plays	Man-to-man	Coin Toss
3rd Grade Boys	20	28.5"	9'	14'		1H: Man-to-man 2H: Any defense*	Coin Toss
4th Grade Boys & Girls 5th Grade Girls	20	28.5"	9'	14'		1H: Man-to-man 2H: Any defense*	Jump ball
5th Grade Boys	20	28.5"	10'	15'	No Limits	Any defense	Jump ball
6th Grade Boys & 13/14YO Boys	20	29.5"	10'	15'	No Limits	Any defense	Jump ball

* for defense - no backcourt press if up by 10 points or more

1. **MIN PLAYERS**: A team must have five players to start a game. No grace period. Once the number of players for a team gets down to less than four, the game will be called, and a forfeit will be declared for that team.
2. **REQ'D UNIFORM**: Players cannot participate in the game if not wearing uniform shirt from 26-27 season.
3. **SCOREBOOK**: Home team must provide an adult to keep the official scorebook for the game. They cannot cheer or coach. They will sit next to the scoreboard operator our club will supply.
4. **COIN TOSS/JUMP BALL**: We use a coin toss to start the game for 3rd Grade & Younger, then alternating possessions. We use a jump ball for 4th Grade & older.
5. **ON THE BENCH**: Only two non-players allowed on the bench during a game. When facing the scorer's table from the halfcourt circle, the home team, wearing the white side of their shirt, to sit on the left side.
6. **RUNNING CLOCK**: Running clock only stops for timeouts & then the last 60 seconds of each half for ref whistle. After a timeout, if a team is to shoot free throws, the clock starts once the shooter is handed the ball.
7. **TEAM FOULS FREE THROWS**: At 7 team fouls for a team in (and per) a half, the opposing team shoots 1x1 free throws. At 10 fouls, they shoot 2 free throws.
8. **TIMEOUTS/HALFTIME**: There are 2 timeouts per half (no carry over). Halftime is 2 minutes.
9. **IN CASE OF TIE**: Regular season games may end in a tie. The tournament has an overtime (1st OT=one minute, 2nd OT=one minute, 3rd OT=first to score).
10. **BLOWOUTS**: If a team is up by 15 or more, clock only stops for timeouts. When a team is up by 20 or more, the scoreboard operator is to move the score to 0-0.
11. **WRONG BASKET**: Shot made in wrong basketball will count as a turnover – no pts for 2nd Grade & Younger.
12. **POINTS**: If a player has 15 points, he/she can make one more basket and the points will count. If a player is fouled and has 15 points, he/she will be allowed to shoot both free throws and any resulting points will count. If a player is fouled after accumulating 16 points, the coach of the fouled player may select a player that is currently in the game to shoot free throws.
13. **SUBS**: For in-house divisions, we allow +1 subs for all BW team vs BW team games. Subs can take you to a total of 6 players. Must have min 4 rostered players. Subs must be registered in our league & at the same age or grade division or younger than your team. Club requires advanced notice. WCPR allows +0 (i.e. can take you to 5). The county does not allow subs in their tournament. This will include for the 15/18YO Boys.
14. **HEAD COACH 15/18YO BOYS**: Head coach for 15/18YO Boys must be a minimum of 25 years of age.
15. **All other play governed by the rules set fourth by the National Federation of State High School Association.**