

6ers Game Rules Summer/Winter

Rules for the 6ers:

1. Age: 6 and below.
Any child 5 and under must be approved by the level director.
2. Games: 3 on 3 half court with coach participation.
3. Game time: All games will be 8 minute quarters running time. A stop at the 4 minute mark only for subs. All courts will run on the same clock.
4. Time Outs: none except for injury. The time will be made up at the end of the game or half, if time allows.
5. Score: No score or fouls will be kept. This division is for instruction only. No overtime.
6. Playing time: All players should play no less than three four minute periods
7. Games: No cancellations or forfeits.
8. Only man-to-man defense is allowed.
9. Ball size: Junior 27.5.
10. Eight foot height for the baskets.

PeeWees Game Rules Summer/Winter

Rules for the PeeWees:

1. Age: Must be 7 or 8 years old by December 31 of the calendar year.
2. Games: 7 minute quarters, running time. Time stops for time-outs and injuries.
3. Time Outs: Two 30 second time-outs per half. No carry over.
4. Half time and between games will be two minutes.
5. No overtime as no score will be kept for the PeeWee division.
6. Fouls: If a player commits 4 fouls in a half he/she will sit out the rest of the half. I.e. Player commits 4th foul in 1st quarter they will need to sit out until second half.
7. No game can be started with less than 5 players.
8. Defense: No backcourt pressure. Defense cannot pressure before the penetration line in the frontcourt (Holy Nativity = Red line) Offense has 10 seconds to cross the penetration line, failure to do this results in a turnover.
9. Height of the basket for PeeWees is eight feet
10. Ball size: Junior 27.5.
11. Playing Time: All players must play one full quarter in each half. No player may play in more than three quarters unless you have only 6 players. Any portion of a quarter is considered a quarter played unless substituting for an injured player.

Midgets Game Rules Summer/Winter

Rules for the Midgets:

1. All players must be 9 or 10 years old by December 31st of the calendar year.
2. Game time: All quarters will be 7 minutes long with running time. Except for free throws, time outs and the last minute of the second half.
3. Game Ball: Women's ball 29.5.
4. Time Outs: Two time outs per half. No carry over. All time outs are 30 seconds.
5. Playing Time: All players must play one complete quarter per half. No player may play in more than three quarters unless you have only 6 players. No game can be played with less than five players. Any portion of any quarter counts as a complete quarter played.
6. Overtime: Any overtime game will be sudden death. First point wins. All players are eligible to play unless they have fouled out of the game. No time outs allowed in the overtime.
7. Fouls: On the seventh foul of the quarter, the team will shoot 1 and 1 bonus.
8. First half: no backcourt pressure. Second half: backcourt pressure allowed.
9. No slaughter Rule: 10 points first half, 15 points second half. No fast breaks if the team is up by either margin in a half. When a team is up, than the team ahead must wait until the team is back and set up for defensive play. (All players must be in front court) Second half, if the team that is behind wants to press, than the offensive team can break the press and score on a fast break.
10. Defense: First half must be man to man. Second half, coach's choice.
11. First Half: If a player is deemed to have put pressure on the offense bring the ball up the court.

Junior Game Rules Summer/Winter

Rules for the juniors:

1. All players must be 11 or 12 years old by December 31st of the calendar year.
2. Game time: All quarters will be 8 minutes long with running time. Except for last two minutes of the 4th quarter, which will be stop time.
3. Time Outs: Two time outs per half. No carry over. All time outs are 30 seconds.
4. Overtime: Sudden death, first point scored wins.
5. Legal game: Must have five players to start the game. If a team has six players than the opposing coach may choose the two players that will play the entire game.
6. 1st half: must be man to man defense.
7. 2nd half: coaches choice
8. No slaughter Rule: 10 points first half, 15 points second half. Offense must wait until all defenders are back on defense. Referee will designate line on the court. (Exception: if the team that is behind wishes to press than the offensive team may run a fast break).
9. Playing Time: All players are limited to participate in a maximum of three quarters (unless the team only has five or six players). Any entry into a quarter will constitute one quarter of play.
10. No free subbing in any quarter. The players that start the quarter will play the entire quarter.
11. Bonus: 1 and 1 will start on the seventh team foul. (No two shot bonus)