	BOYS					GIRLS				
	Novice	Intermediate II	Junior Varsity	Intermediate I	Varsity	Novice	Intermediate II	Junior Varsity	Intermediate I	Varsity
Size of Game Ball	28.5"	29.5"	29.5"	29.5"	29.5"	28.5"	28.5"	28.5"	28.5"	28.5"
Length of Quarter	4 10 min quarters (running clock), including free throws. Exception: Last 2 mins of 4th quarter, timeouts & injury.	4 10 min quarters (running clock), including free throws. Exception: Last 2 mins of 4th quarter, timeouts & injury.	6 min	4 10 min quarters (running clock), including free throws. Exception: Last 2 mins of 4th quarter, timeouts & injury.	6 min	4 10 min quarters (running clock), including free throws. Exception: Last 2 mins of 4th quarter, timeouts & injury.	4 10 min quarters (running clock), including free throws. Exception: Last 2 mins of 4th quarter, timeouts & injury.	6 min.	4 10 min quarters (running clock), including free throws. Exception: Last 2 mins of 4th quarter, timeouts & injury.	6 min.
Length of Halftime	5 min	5 min	5 min	5 min	5 min	5 min.	5 min.	5 min.	5 min.	5 min.
Length of Overtime	None	None	3 min	3 min	3 min	None	3 min. (Sudden Death Overtime**)	3 min.	3 min. (Sudden Death Overtime**)	3 min.
Time Outs	1 60 sec. 1 30 sec. per half (unused timeouts do not carry over)	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period	1 60 sec. 1 30 sec. per half (unused timeouts do not carry over)	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period	3 60 sec. 2 30 sec. 1 (one) additional 60 sec. for each OT period
Full Court Pressure	None. Defense must remain behind 3-point arc until ball crosses half court. (Exception: Fast break)	Winning team cannot press if leading by 15 points.	No press if leading by 20 points. Losing team may not press if losing by 20 points in 4th quarter.	No press if leading by 20 points. Losing team may not press if losing by 20 points at the 10 minute mark of the 2nd half.	No press if leading by 20 points. Losing team may not press if losing by 20 points in 4th quarter.	Restricted from full court press at any time.	No press if leading by 15 points. No press if trailing by 15 points in the 4th quarter.	No press if leading by 20 points. No press if trailing by 20 points in 4th quarter.	No press if leading by 20 points. No press if trailing by 20 points in 4th quarter.	No press if leading by 20 points. No press if trailing by 20 points in 4th quarter.
Defense*	No restrictions	No restrictions	No restrictions	No restrictions	No restrictions	*Man-to-Man only. NO zone defense or double-teaming outside the key/paint.	Man-to-man only. NO zone defense or double-teaming outside the key/paint. Both Zone or Man-to-Man full court presses allowed	No restrictions	No restrictions	No restrictions
Free Throws	2 on the 5th foul of each quarter w/foul reset @ the end of each quarter (Free thrower may cross over free throw line as part of follow thru provided they start behind it)	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter	2 on the 5th foul of each quarter w/foul reset @ the end of each quarter (Free thrower may cross over free throw line as part of follow thru provided they start behind it)	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter	2 on the 5th foul of each quarter w/ foul reset @ the end of each quarter
Minimum Play	All players play 1/4 of game	All players play 1/4 of game	N/A	All players play 1/4 of game	N/A	Approximately equal playing time	Approximately equal playing time	N/A	Approximately equal playing time	N/A
Mercy Rule**	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half	Yes 30 points in the 2nd half
Coaching Box	Head Coach may stand within the confines of the coaching box, however, if the head coach or the bench receive a technical foul, the seat belt rule will be enforced the remainder of the game.	Head Coach may stand within the confines of the coaching box, however, if the head coach or the bench receive a technical foul, the seat belt rule will be enforced the remainder of the game.	Head Coach may stand within the confines of the coaching box, however, if the head coach or the bench receive a technical foul, the seat belt rule will be enforced the remainder of the game.	Head Coach may stand within the confines of the coaching box, however, if the head coach or the bench receive a technical foul, the seat belt rule will be enforced the remainder of the game.	Head Coach may stand within the confines of the coaching box, however, if the head coach or the bench receive a technical foul, the seat belt rule will be enforced the remainder of the game.	****Head Coach may stand within the confines of the coaching box but will lose the right to stand for the remainder of the game & receive a one (1) game suspension for every unsporting technical foul received while standing.	****Head Coach may stand within the confines of the coaching box but will lose the right to stand for the remainder of the game & receive a one (1) game suspension for every unsporting technical foul received while standing.	****Head Coach may stand within the confines of the coaching box but will lose the right to stand for the remainder of the game & receive a one (1) game suspension for every unsporting technical foul received while standing.	****Head Coach may stand within the confines of the coaching box but will lose the right to stand for the remainder of the game & receive a one (1) game suspension for every unsporting technical foul received while standing.	****Head Coach may stand within the confines of the coaching box but will lose the right to stand for the remainder of the game & receive a one (1) game suspension for every unsporting technical foul received while standing.

*Defense (Girls Novice Only): On change of possession in the back court, all defensive players must immediately move back behind the 3-point arc of the offense's front court. The offense has five (5) seconds to put the ball in play by breaking the plane of the 3-point arc with the ball. If the offense does NOT break the plane immediately following the allotted five (5) seconds, it will result in a violation and the ball will be turned over to the defense. Once the offensive team breaks the plane of the 3 point arc w/ the ball, the defensive team may play the ball throughout the entire half court area. The offense AT NO TIME may stall in their front court regardless of circumstances. In the judgment of the officials, if the offense does NOT break the plane of the 3 point arc within a reasonable period of time after crossing half court, a "stalling" violation will be called and the ball will be immediately turned over to the defense.

**Mercy Rule: A running clock will be instituted once a team is ahead by 30 points in the 2nd half . The clock will run continuously for the remainder of the game except for an official's timeout, a team-charged timeout, the end of a period, injured player, disqualified player and during free-throw administration.

***Sudden Death Overtime: The game ends immediately once a team scores in the Overtime period

****Each season, receipt of the 1st unsporting technical foul on a player will result in immediate benching for the remainder of the game/on a coach will result in a suspension from the next scheduled game.