	High school girls	13-14 boys	11-13 pirk	11-12 boys	9-10 girls & boys	8	7-8 girls & boys	League
	charge to the sick/injured player and not to the person being sub, thus consecutive unit rule is not in affect.	continue in the game, the coach must select a different player each period, not using a player more than once unless the toam has used away player. All periods are	<ol> <li>Each player can only sub once for an injured player during the course of the game. If injured player cannot</li> </ol>	injury/sickness substitution; playing time in unit is credited to injured player, not substitute. Injured play will fall back into his/her normal rotation.	game and cannot be used as a means of protest following the game. 3. Any player may be selected for	the official league "rotation sheet". 2. Each coach must acknowledge and exchange their respective "rotation sheets" prior to each game. Questions or errors about the use of the rotation sheet must be address during the	1. Any player arriving late shall be added to the bottom of the substitution roster. Each coach must use and follow	Substitution Sneet
(3) minutes.	result in a forfeit.  Clock will stop on all injuries or referee discretion.  One (1) visite between periods and helftime is three	throw shooter gets the ball for free throws.  3. Any game not started ten (10) minutes after the schooluled starting time due to lack of players will	clock will start when the ball is legally touched on inbounds plays and the clock will start when the free	Except for 8th unit-clock will stop for all whistles. 2. It imeout (both teams can make substituions) for the After an instructional timeout during periods 1-7, the After an instructional timeout during periods 1-7, the After an instructional timeout during periods 1-7, the After an instructional timeout during periods 1-7.			1. Eight (8), five (5) minute units. The clock stops for foul shots only during 8th period. 2. Any game not started ten (10) minutes after the scheduled starting time due to lack of players will result in a forfeit. 3. Clock will stop on all injuries or referee discretion 4. One (1) minute between periods and halftime is three (3) minutes.	
•		both substitution time-outs in period eight (8).  4. In summary, if the 2 half instructional time out is not used in periods 5.7 then in the 8th period you	<ol> <li>Substitution can be made during this timeout,</li> <li>but is not required. Teams are allowed to Sub on</li> </ol>	perious 3-7 their it is converted to dispositional for the timeout(both teams can make substitutions) for the gath unit. One (1) one (1) minute time out in period	but the 7-8's, if the timeout is not used during	itutions) in the first half. arry over to the 2nd half. arry over to the 2nd half. It is dinstructional time out it ods 5 thru 8, no subsitutions.		IIIIEOGG
minute of play.  3. No overtime will be started after the starting time of the next scheduled game.  4. During the Playoffs/Finals, clock will stop on all whistles. No timeouts in overtime.	707	end of overtime period, it will end in a tie. 2. A continuously	will be decided with three (3) minute	1 Games tied at the end of regulation			No overtime will be played	Ordinary (

League	Defense	Pressing (defense in backcourt)	Sportsmanship rule	Other
7-8 pirls & hovs	1. Only man-to-man defense permitted. Defense initiated from one (1) step inside mid court. A rebound constitutes possession.  2. Defensive player must match up with offensive player as they cross midcourt. The defensive player must stay of the side of the court of the offensive player at all times.  3. The defensive player does NOT have to follow the offensive player to the court (to avoid the offensive player to the corner of the court (to avoid the	No pressing allowed. Defenses are allowed to break-	1. Two (2) technical fouls on any player or coach will result in automatic ejection from the game, and removal from the facility. 2. Coaches are responsible for reporting all ejections to the league commissioner. Any player ejected will be suspended for one (1) game. 3. The score function on the gameclock display must be turned off if the point differential is 20 or more.	1. No 'one & one' rule- just ten (10) fouls constitute two shots. 2. Free throws will be shot from ten (10) feet.
7-8 girls & boys	offensive team making it a one-on-one game), but must leave the paint and not play a zone.  4. They can assist their teammate if an offensive player beats them/double-teaming/help defense is allowed within the lane area (the "paint") and both defensive players must be actively pursuing the ball. Each team will be given one warning per game of a double team. The next and all other double team infractions will result in a technical foul.	up a fast break and retrieve an errant pass even it this occurs in the backcourt.	1. Any coach ejected from any game will be suspended for the next game and will not be allowed in the facility for the next game. His coaching status will be reviewed by the board.  Sanctions may include expulsions from coaching in the league.  3. Any player ejected will be suspended for one (1) game.  4. The score function on the gameclock display must be turned off if the point differential is 30 or more.	1. Seven (7) team fouls in a half constitute a one-and-one penalty situation. 2. Ten (10) team fouls in a half constitutes two (2) shots.  Free throws will be shot from twelve (12) feet
11-12 boys		1. Pressing allowed in 8th period only. Defenses are allowed to break-up a fast break and retrieve an errant pass even it this occurs in the backcourt.  15 point "good sportsmanship" rule - Full court pressing is not allowed if winning by 15 or more.	1. Two (2) technical fouls on any player or coach will result in automatic ejection from the game, and removal from the facility. Coaches are responsible for reporting all ejections to the league  1. Seven (7) team fouls in a half commissioner.	<ol> <li>Seven (7) team fouls in a half constitute a one-and-one penalty</li> </ol>
13-14 boys High school girls	Man to man or zone defenses are permitted	Pressing allowed entire game.     2. 15 point "good sportsmanship" rule - Full court pressing is not allowed if winning by 15 or more.	2. Any coach ejected from any game will be suspended for the next game and will not be allowed in the facility for the next game. His coaching status will be reviewed by the board. Sanctions may include expulsions from coaching in the league. Any player ejected will be suspended for one 11 tome.	situation.  2. Ten (10) team fouls in a half constitutes two (2) shots.  Free throws will be shot from regulation line.
High school boys		Pressing allowed entire game.     2. 20 point "good sportsmanship" rule - Full court pressing is not allowed if winning by 15 or more.	tor one (1) Bane	