



PLAYING RULES 6-7 DIVISION

National Federation Rules and UIL Guidelines will apply with the exception of the following rules published here.

GAME LENGTH

- Four (4) six (6) minute quarters
- Running clock with the exception of final two (2) minutes of each half
- The clock stops only on timeouts. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc

POINT SPREAD RULE

- If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for time-outs

TIMEOUTS

- Each team will get two (2) one-minute timeouts per half, timeouts do not role over to next half

PLAYING TIME

- All players will play two (2) quarters
- No player will play four (4) quarters unless all of the other players have played at least three (3) quarters
- A player can only be substituted at the beginning of a quarter, player fouling out, or medical reasons
- A player can be substituted if the player does not want to play – must be the player’s choice
- A team can start the game with four (4) players
 - The opposing team must play with four (4) players as well

GAME

- Coaches must remain on the sideline and will not be allowed along the base line during play
- All games will be full court on the half court
- Sidelines will vary and depend on the gym and officials discretion
- The half-court will be determined by the official using the full-court basket as a guideline
- Basket height – 8ft 6”
- Basketball size – Junior size ball, 27.5”
- Each game start with a center jump
 - All jump balls from that point on will be awarded based on the alternating possession rule
- The direction of play reverses in the second half

DEFENSE

- No full-court press allowed at any time
- Players will be matched up using wrist bands before each quarter begins
- Players must make every attempt to defend only the player with the matching wrist band
- Players will be given a warning to find their matching wrist band and if still a double team the whistle will be blown and the team will receive the ball out of bounds



FOULS

- Players will be disqualified from further participation upon receiving their fourth personal foul
- Players will not shoot free throws
- Shooting fouls will be 1 point + possession
- Shooting foul with basket made will be basket good + 1 point
- Non-shooting fouls will be possession
- Technical fouls will be 1 point + possession
- Full court pressing will be 1 point + possession
- Double teaming will be 1 point + possession
- If a team playing with only 5 players has a player foul out all fouls for that player going forward will be a technical foul and will receive 1 point + possession
- There is no three (3) second lane violation
- There is no ten (10) second backcourt violation
- There is no five (5) second possession violation
- Any player, coach, or spectator ejected from a game will serve a minimum one (1) game suspension and may be subject to further discipline depending on the incident