



PLAYING RULES 8-9 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 and free throws
- 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 roll over to second half

PLAYING TIME

- No substitutions allowed in the first quarter
- During the second quarter any remaining players who did not start the first quarter will be required to start the second quarter and play the entire quarter without substitutions
- During the second quarter, if a team has less than 10 players then a coach can substitute only those players who already played the entire first quarter
- If a player is substituted for medical reasons in the first or second quarter before they have played one full quarter they will be required to play a full quarter with no substitutions in the second half
- 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
- Basket height – 8ft 6”
- Basketball size – Official 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
- Three point shot will be allowed

DEFENSE

- No full-court press allowed at any time
- Each team shall be issued one warning per half for full-court press, any additional violation shall result in a technical foul
- All players must make every effort to defend as man-to-man defense, no zone defense and no trapping

FOULS



- Free Throw Distance – 13.6'
- Players will be disqualified from further participation upon receiving their fourth personal foul
- All fouls will use current UIL Guidelines
- Double teaming will be a warning for first offense and a technical foul for all others
- Lane violations will be five (5) seconds in the lane
- 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
- 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