

# **BIG** LEAGUE RULES

## **IHSAA rules will be used with the following exceptions:**

**Clock:** (4) 8-minute qtrs - running clock. Stopped clock inside last 2 minutes of game.

**Halftime:** 5 minutes

**Overtime:** 1st OT - 2 minutes with stopped clock. 2nd OT - first point wins.

**Pressing:** No Pressing.

**Goal Height / Ball Size:** 8' goal. 27" ball size

**Free Throw Line:** 12' (player can jump over the line)

**Playing Time:** 8-player roster: All players will play AT LEAST 20 clock minutes.

7-player roster: All players will play AT LEAST 22 clock minutes.

6-player roster: All players will play AT LEAST 24 clock minutes.

Exceptions: Injury or foul trouble.

**Timeouts:** 5 timeouts per game (3-30 secs. & 2-60 secs.) - clock stops.

**Defense:** Man to Man defense ONLY. No steals (from dribble). No double teaming above the free throw line. Double team will be allowed below the free throw line.

Help out rules:

1. A defensive player can only help out on another offensive player who is dribbling the basketball, if that offensive player is clearly ahead of his/her assigned defensive player. If the assigned defensive player "catches up" to his/her offensive player, then the defensive player who has helped out must return to his/her assigned offensive player. If they do not, play will be stopped and the offensive team will be awarded the basketball out of bounds.

2. A defensive player cannot help out on another offensive player who is dribbling the basketball, if the assigned defensive player is beside the offensive player.

3. A defensive player cannot leave his/her assigned offensive player and steal a pass that was intended for an offensive player on the opposite side of the court.

**Scorekeeper / Clock Operator:** Each team is responsible for 1 scorekeeper or clock operator (2 per game needed).

**Bench Personnel:** No more than three non-players on the bench.

**Signed Waiver:** Parent/Guardian must sign waiver & Code of Conduct before player can play first game.