

Youth Basketball Short Rules

RULES (REVISED 11/19)	GRADE 3/4	GRADE 5/6	GRADE 7/8
ROSTER SIZE	Maximum – 12	Maximum – 12	Maximum - 12
TIME PERIODS (Clock stops for shooting fouls & timeouts)	4 qtrs. 8 min. each. Clock stops on all whistles during last min. of each quarter and last min. of each overtime.	4 qtrs. 8 min. each. Clock stops on all whistles during last min. of each quarter and last min. of each overtime.	4 qtrs. 8 min. each. Clock stops on all whistles during last min. of each quarter and last min. of each overtime.
OVERTIME (Clock stops for shooting fouls & timeouts)	1 period (3 min). Followed by 1 Sudden Death (3 min. 1st score wins. If no score, game is a tie).	1 period (3 min). Followed by 1 Sudden Death (3 min. 1st score wins. If no score, game is a tie).	1 period (3 min). Followed by 1 Sudden Death (3 min. 1st score wins. If no score, game is a tie).
TIME OUTS	4 per game. One per overtime.	4 per game. One per overtime.	4 per game. One per overtime.
TEAM FOULS	Shoot 1&1 on 7th foul Shoot 2 on 10th foul	Shoot 1&1 on 7th foul Shoot 2 on 10th foul	Shoot 1&1 on 7th foul Shoot 2 on 10th foul
DEFENSE	Man to man (Arm lengthen from your opponent (no double team allowed outside 3 sec. lane).	Man to man or zone.	Man to man or zone.
FOUL LINES	2 ft. closer	Regulation	Regulation
3 SEC. IN LANE	Not called unless abused. (5-6 sec considered abuse)	Yes	Yes
10 SECOND RULE	Yes - Must bring ball upcourt	Yes - Must bring ball upcourt	Yes - Must bring ball upcourt
5 SECOND RULE (Closely guarded rule.)	Yes After one warning per team	Yes	Yes
BACKCOURT	No backcourt. ** After the ball crosses half court, offense has 5 seconds to cross hash mark before defense may pursue.	Yes	Yes
3 POINT SHOT	No	Yes (if line exists).	Yes (if line exists).
FORFEIT	Must have 4 to start game.	Must have 4 to start game.	Must have 4 to start game.
MUST PLAY RULE/ SIT RULE	Must play any <u>one (1)</u> individual quarter <u>uninterrupted</u> from start to finish.	Must play any <u>one (1)</u> individual quarter <u>uninterrupted</u> from start to finish.	Must play any <u>one (1)</u> individual quarter <u>uninterrupted</u> from start to finish.
PRESSING	No Pressing AT ALL (If up by 15-point, defense must dropped into 2-1-2 zone)	4th quarter only. (No pressing until top of the key when 15-point lead is held.)	Anytime. (No pressing until half court when 15-point lead is held.)
BALL SIZE	Junior size (27.5)	Boys/Girls – Intermed.(28.5)	Boys – Reg (29.5) Girls – Intermed.(28.5)
PROTESTS	Player eligibility <u>only</u> .	Player eligibility <u>only</u> .	Player eligibility <u>only</u> .
UNSPORTSMAN LIKE CONDUCT (PLAYER, COACH, OR SPECTATOR, REFER TO OFFICIAL LEAGUE RULES) REFER TO OFFICIAL LEAGUE RULES	Unsportsmanlike conduct can lead to ejection. Once ejected the player, coach or spectator must leave the gym and, at a minimum, may not attend the next game. Second ejection means automatic suspension for the rest of the season	Unsportsmanlike conduct can lead to ejection. Once ejected the player, coach or spectator must leave the gym and, at a minimum, may not attend the next game. Second ejection means automatic suspension for the rest of the season	Unsportsmanlike conduct can lead to ejection. Once ejected the player, coach or spectator must leave the gym and, at a minimum, may not attend the next game. Second ejection means automatic suspension for the rest of the season.
UNSPORTSMAN LIKE CONDUCT DISCLAIMER PARENT FREE GYM	Montgomery County Recreation reserve the right to have a closed gym game: only consisting of official, players, coaches and table staff ONLY	Montgomery County Recreation reserve the right to have a closed gym game: only consisting of official, players, coaches and table staff ONLY	Montgomery County Recreation reserve the right to have a closed gym game: only consisting of official, players, coaches and table staff ONLY
REFEREES	MCRD staff	Sanctioned Officials	Sanctioned Officials