

## All Teams and Grades:

- MSHAA rules apply except for the following changes.
- If a player fouls out leaving the team with less than five eligible players, the team with the disqualified player(s) will play with less than 5 players while the opposing team continues playing with 5.
- **Mercy Rule: 15-point differential—Running Clock both halves**
- Any technical fouls on players or coaches will be reviewed by board, and could deem suspension or dismissal from JYBA
- NO Tolerance for foul language or any other inappropriate behaviors
- **No Zone Defense**
- One, Two Minute Overtime—Sudden Death Overtime if score is still tied after first Overtime. Each overtime will begin with jump ball.
- Timeouts: 3 per game, 1 extra in Overtime. (all one minute in length and clock stops on all timeouts)
- Halftime: 5 minutes as long as games are on schedule.

## Second Grade Specific Rules:

- 8ft Goals
- Two, 15-minute halves running clock with play stopping every 5 min for subs.
- **Clock stops the last minute of both halves**
- Free Throw Line: 12ft
- No Double Team
- Teams must play defense behind the “white volleyball line” until last two minutes of game—then defenses will be allowed to pick up at half court (unless team is winning by 10 or more)

## Third-Sixth Grade Specific Rules:

- Goal Height:
  - 3<sup>rd</sup> Grade Boys and 3/4 Girls: 9ft
  - All others: 10ft
- 18-minute halves-running clock
- Clock stops in the last two minutes of 2<sup>nd</sup> half.
- Free Throw Line:
  - 3<sup>rd</sup> and 4<sup>th</sup> Grade: 12ft
  - 5<sup>th</sup> and 6<sup>th</sup> Grade: 15ft
- Defense Rules:
  - 3<sup>rd</sup> and 4<sup>th</sup> grade: No Double Team
  - 5<sup>th</sup> and 6<sup>th</sup> Grade:
    - Double-Team is allowed as long as man-to-man is base defense
- Pressing Rules:
  - 3<sup>rd</sup> and 4<sup>th</sup> Grade:
    - No Full-court press.
    - Can pick up at half-court unless winning by 10 or more in 2<sup>nd</sup> half. Then fall back to top of the key.
  - 5<sup>th</sup> and 6<sup>th</sup> Grade:
    - **Can Press the last 10 minutes of 2<sup>nd</sup> half unless up by 10.**
    - Team up by 10 in second half needs to play behind the top of the key.