

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
- Team on defense must start BELOW the white volleyball line until the offensive team crosses half court, then they can pick up their man. If game is more than 15 points (mercy rule) the team winning must play behind the white volleyball line.

Third-Sixth Grade Specific Rules:

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