

## **Mid-Coast League Rules**

2-20 min running time halves. Stop time last 2 minutes each half.

9' Basket for 3<sup>rd</sup>/4<sup>th</sup> grade. 10' Basket for 5<sup>th</sup>/6<sup>th</sup>. (Coaches can agree to 10' Baskets)

Shoot all Act of Shooting fouls no matter when they happen. In the final 2 minutes of the half shoot Double bonus.

There will be no full court pressure allowed once the score is beyond 10 points.

Full court pressure only in the last 4 minutes of the game. Man to Man only. Switching allowed.

OT – 1 minute - Stop time. After one overtime, Sudden Win - First team to score 2 points wins. 5 Minute Warm-Up. 3 Minute Half Time

2 - 60 second Timeouts per game. No additional TO's in OT.

Home Teams must provide a person as the Clock Operator and Scorebook.

Home Team will provide warm-up balls for both teams and the game ball.

Officials must be a high school student or adult volunteer that is willing and able.

### **Other Rules**

1. 3<sup>rd</sup>/4<sup>th</sup> grade division Rules. The Foul Shooter must start behind the line, but may go over the line after the release of the foul shot. No Zone Defenses.

2. 5<sup>th</sup>/6<sup>th</sup> Grade Division Rule. No Zone defenses. Double team only in the 3 Point area. Double teaming violation is ball out bounds.

3. Basketball Size – 28.5 for Girls and Boys.

COACHES AND PLAYERS: Anyone receiving two technical fouls or being ejected will be asked to leave the building and will forfeit their right to coach or play the remainder of that game and the next game they are scheduled for. We will strictly enforce this rule. We welcome your enthusiasm for the game, we just ask that it is channeled appropriately.

PLAYER FOULS: Player fouls are kept and 5 Fouls rule is in effect in 5<sup>th</sup>/6<sup>th</sup>. A player will be allowed to continue only if the team would be shorthanded without him/her. Player fouls will not be kept for 3<sup>rd</sup>/4<sup>th</sup>.