

### RULES APPLYING TO ALL DIVISIONS

- 20-minute halves.
- Running time, including during foul shots and substitutions, except the last two minutes of each half.
- Subs at 5-minute intervals only.
- No player should have more than one more shift than any other player.
- 1 and 1 at 7 fouls in each half, 2 foul shots at 10 fouls, no foul shots on offensive fouls.
- Teams must play man to man the first 10 minutes of the game. After the first 10 minutes any defense can be played.
- Man to man penalty is a team foul, back-court penalty is a defensive personal foul. There will be one warning per half.
- Time outs—3 per game, only 2 in a half.
- Overtime will be for 2 minutes. Any 5 players can play and subs are allowed during dead balls.
- Regular season games can end in a tie.

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### 3<sup>RD</sup>/4<sup>TH</sup> GRADE EXCEPTIONS

- No 3-point goals.
- Free throws may be taken from first hash mark, players can jump over.
- No defense allowed outside your 3-point circle until the last 5 minutes of each half when pressing is allowed up to the half court line.
- 3 second rule is modified to 5 seconds.
- For the first 3 weeks of the season violations will not result in a turnover.

### 5<sup>TH</sup>/6<sup>TH</sup> GRADE EXCEPTIONS

- No back court defense until the last 5 minutes of each half when pressing is allowed to the backcourt 3-point circle.
- 3 second rule is modified to 4 seconds.

### 7<sup>TH</sup>/8<sup>TH</sup> GRADE EXCEPTIONS

- No defense is allowed inside your opponent's 3-point circle until the last 5 minutes of each half when full-court defense is allowed.

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Merrill supports Bedford Basketball.

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