

Division Rules & Details

***Division Specific Exceptions (subject to adjustment):**

Girls Varsity: 8 foot rims, 27.5 size ball. 8 foot free throw line.

Boys Varsity Orange: 8 foot rims, 27.5 ball. 8 foot free throw line

Boys Varsity Blue: 9 foot rims, 28.5 size ball. 12 foot free throw line.

Boys NCAA: 10 foot rims, 28.5 size ball. Boys – 15 foot free throw line.

Girls EuroLeague: 10 foot rims, 28.5 size ball, 12 foot free throw line.

Boys EuroLeague: 10 foot rims, 28.5 size ball, 15 foot free throw line.

NBA and WNBA: 10 foot rims, 28.5 size ball, 15 foot free throw line.

All Divisions except NBA: Provided they start behind the free throw line, free throw shooters will be allowed to have their momentum take them across the free throw line without violation. The exception is if they “chase” their shot after crossing the line prior to ball touching the rim. This will be whistled.

Pressing:

Boys NCAA, Boys Euro and Girls Euro: Man to Man full court allowed in last 5 minutes of game. NO zone press/traps.

NBA and WNBA: Man to Man full court allowed in last 5 minutes of each half. NO zone press/traps.

Steals:

On-Ball Steals not allowed in Girls Varsity and Boys Varsity Orange. Steals of passes are allowed. On-ball steals are allowed in Boys Varsity Blue, *with exception* of when the ball is being ‘taken back’ or attempting to clear the arc.

All steals allowed in Boys NCAA, Boys and Girls EuroLeague and NBA/WNBA.

Games are 3x3 for Boys Varsity and Girls NCAA. Games are 4x4 or 5x5 for Boys NCAA, EuroLeague, NBA and WNBA

4x4 and 5x5 Game Format

Playing Time Guarantee: ALL players must play a minimum of 50% of the minutes of the first half of game. In the second half, the only requirement is that each player play a minimum of 4 consecutive minutes (running or stopped clock).

Exception Playing Time guarantee is suspended for players who do not regularly attend practice. **PRIOR TO ENFORCING**, Coaches must communicate this possibility to parents and alert league GM (Ben Hart).

Individual fouls are tracked w/ DQ @ 5 Fouls

A team is in the Bonus during either half if the opposing team has committed 5 Fouls or more. A team in the bonus shoots a one-and-one until the 10th foul on the opposing team. **Double Bonus** is achieved at 10th foul and only achievable in 2nd Half

Game Length, Bonus, and Stopped/Running Clock Rules

18 Minute Halves

First Half:

Running Clock First 13 Minutes (NBA/WNBA) or First 16 Minutes (Boys Euro, NCAA, and Girls Euro) – **Stop Clock on:**

- Shooting Fouls
- Time Outs
- Free Throws

Last 5 Minutes of Boys NBA and WNBA **OR Last 2 Minutes** of Boys Euro, Boys NCAA and Girls Euro:

Both Teams automatically in Single Bonus (For scorekeepers, maintain foul count. Example: Team A may only have committed 3 team fouls when hitting last 5 minutes. To get to Double Bonus, they still must commit 7 more team fouls).

- Common Foul: 1-and-1
- Shooting Foul: 2 shots (unless shooter is fouled beyond 3-point line)
- Stop Clock on
 - Any Free Throws
 - Time Outs
 - (No stop clock on standard violations, out of bounds, etc)

Second Half:

Running Clock First 13 Minutes (NBA/WNBA) or First 16 Minutes (Boys Euro, NCAA, and Girls Euro) – **Stop Clock on:**

- Shooting Fouls
- Time Outs
- Free Throws

Last 5 Minutes of Boys NBA and WNBA **OR Last 2 Minutes** of Boys Euro, Boys NCAA and Girls Euro:

Both Teams automatically in Single Bonus

- Common Foul: 1-and-1 (until opposition reaches 10 fouls)
- Shooting Foul: 2 shots (unless shooter is fouled beyond 3 point line)
- **Stop Clock on**
 - **EVERY WHISTLE**

Defense Requirements:

- Man to man defense is required – referees will enforce and provide warnings to players/coaches, up to and including free throws awarded to offense. Officials will work with players to ensure that defenders are guarding individual players.
- Help side defense is allowed. Fundamental positioning away from the ball is allowed. Coaches are required to actively ensure his/her players are attempting to maintain man-to-man principles (though we know that's not always easy!)
- No Pressing/Trapping. (In last 5 minutes of game, teams may extend man to man defense to full court (see division exceptions above)
- Stealing is allowed/not allowed according to division.

Timeouts: 2 timeouts per half, 45 seconds, use or lose. Groups substitutions will generally receive a 20 second stopped clock to get players in and new defensive assignments established

Officiating – Violations Overview:

1. Court dimensions are slightly narrow – therefore officials are less likely to call minor boundary violations (a toe across a baseline/sideline) if these occur within the normal course of player movement. The exception is if a defender's legal guarding position forces an offensive player to alter direction which takes them out of bounds. League rules are intended to reward sound defensive or offensive play.
2. Blocked shots are allowed.
3. Officials will work with younger division players to remind them of basics – initial warnings will be given for minor infractions during first 3 games of the year. All *significant* common violations (running with the ball – multiple double-dribble, multiple carrying, etc) will be called. Officials will be active in helping players adjust. Over the course of the year, games will be called tighter as players develop.

**Boys/Girls 3rd-6th grade – all violations will be called from start of season – players will adjust.

Officiating – Fouls Overview:

- Games will be routinely officiated “tight,” meaning we want to encourage free offensive movement while teaching defenders how to move their feet. Coaches must teach players to adjust to officials rather than expecting officials to adjust to players.
- Referees do reserve the right at their discretion to make corrective decisions in the event of unsportsmanlike play but will work closely with coaches and players to avoid.

Technical Fouls

2 Shots and ball. All other officiating policy will generally be governed by NFHS rules.

Overtime

- First and successive overtimes are 60 seconds and is stopped clock for all whistles.
- Each team receives a single, heavily enforced 30 second timeout per overtime, to be used within the awarded period or lost (TOs do not carry over)

Disputes/Clarifications w/ Game Officials

- ****Unique league rules for the Champs League exist to promote youth development and competitive game experience.** With that in mind, our officials work local high school and college basketball games nightly, and likely will not be as familiar with specific division rules *as our coaches! (Especially early in the season)*. Coaches are encouraged to clarify an issue with referees that may be related to division-specific policy outlined above.
- Questions and clarifications about rules, calls, no-calls can and should be raised from time to time with officials. This helps coaches and players adjust to how a game is administrated. Only the Acting Head Coach may discuss calls or rule issues with game officials. Assistant coaches must limit their communication to players and parents.

3x3 Game Format

1. Playing Time Guarantee: ALL players must play a minimum of 8 of the minutes of each game. Coaches will manage substitution patterns to ensure players meet playing minimums.
2. *Exception* Playing Time guarantee is suspended for players who do not regularly attend practice. PRIOR TO ENFORCING, Coaches must communicate this possibility to parents and alert league GM (Ben Hart).
3. All teams play TWO 20 minute games each night against the SAME opponent. There will be a 3-4 minute break between games.
4. Substitutions: The clock will stop briefly at the 16, 12, and 8 minute mark to allow for scheduled substitutions. During the last 8 minutes, coaches can openly substitute during any dead ball situation (foul, out of bounds, violation, made basket).
5. Games are running clock. Each team receives one timeout per game. If the timeout is called during the first 19 minutes of the game, the clock will continue to run until the end of the 30 second time out period or until the running clock reaches one minute. Timeouts called in the last minute will stop the clock for that game.
6. Home team will shoot for ball at the start of each game.
7. Each game will be 24 points or 20 minutes long. A team only needs to win by 1 point.
8. If regulation play ends in a tie, there will be successive 1-minute overtime periods until the game is decided. Possession in the first overtime will be determined by the home team shooting for the ball. First possession will subsequently alternate in additional overtime periods.
9. Teams score by either regular two-point baskets, or by three-point shots taken from outside the three-point arc.
10. After a basket has been scored, the team scored upon will put the ball in play.
11. After a basket has been scored, a foul or violation called, or a ball goes out of bounds, a player must put the ball in play from a line behind the three-point line at the top of the key. (The ball is never administered out of bounds to be thrown inbounds to start play).
12. All held balls will be put into play at the top of the key with possession given alternately to each team. On defensive rebounds or steals, players must return the ball by dribble or pass behind the three point arc before a field goal try may be attempted. Once both feet are across the line, a player can start his offensive possession. In any event where a player is ready to start his/her teams offensive possession, he/she can either pass OR dribble to put the ball in play. [Note – failure to take the ball 'back' after a possession change is not penalized with loss of possession. Official will whistle and reset the offending team at the top of the key]
13. Fouls will be called by the referee. A foul called in the act of shooting will result in either two or three points being awarded to the team which was fouled, depending on where the player was fouled and a change of possession. In the event of a non-shooting foul, the offended team will be awarded one point and will retain possession.**
14. ****However, once a team reaches 15 points, that team will be in the bonus.** Every foul committed against the offense will result in free throws. Once at 15 points, a team fouled in the act of shooting will shoot two or three free throws, depending on where the player was fouled. Non-shooting fouls will result in the offended team shooting a one-and-one free throw opportunity. All free throws will have players lined up along lane lines and playing the corresponding live release.
15. The three-second rule will apply, however officials will work to keep kids out of the lane and use this call sparingly.