

DAA GAME RULES SUMMARY

Girls Boys 5-6	Defense							Full Court Press	
	Played below the top of the key extending out to the sidelines. Offensive team must penetrate the defensive area within 10 seconds of crossing mid court. Once offense penetrates inside the top of the key, the defense is able to follow the ball. At the official's discretion, a warning will be given to the offensive coach. A second offense will result in a turnover. Steals in legal defensive positions are legal. If a player is in legal guarding position, he/she may steal a pass or dribble. Fast breaks ARE NOT permitted in 5-6 Basketball.								
	Basketball Size:	Goal Height	Free Throw	5 Second Lane Violation	Game Qtrs. Time	Clock Type	3 Point Shots:	Foul Calls	Coaches on the Floor
	27.5"	8 ft.	10 ft.	10 ft. free throw line	Four (4) - 8 Min. qtrs.	Running clock (Stop on timeouts, free throws & last 2 min. of 4 th period	Recognized where 3-point line is marked	Officials in this age group will only call major violations and will explain any violations called to the children on the court.	The first half of the season, head coaches from each team are allowed on the floor to instruct and position players. They are not allowed to impede the flow of play unless directed by officials. 5-6 Girls League Only, coaches are allowed on the floor the entire season.
Girls Boys 7-8	28.5"	Girls 8.5 ft. Boys 9 ft.	12 ft.	12 ft. free throw line	Four (4) - 8 Min. qtrs.	Running clock (Stop on timeouts, free throws & last 2 min. of 4 th period	Recognized where 3-point line is marked	Defense	
								First three (3) quarters – Played below the top of the key extending out to the sidelines. Once offense penetrates inside the top of the key, the defense is able to follow the ball. The offensive team should penetrate the area inside the top of the key within 10 seconds of crossing half court. At the official's discretion, a warning will be given to the offensive coach. A second offense will result in a turnover. Half court press allowed in the entire 4 th quarter	
								Full Court Press	
Last two (2) min. of 4th qtrs. & OT. 2 press warnings per half. After 2 nd warning, each violation results in team foul at ref's discretion. Violations deemed intentional, results in a technical foul.									
Girls 9-10	28.5"	10 ft.	12 ft.	12 ft. free throw line	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts, free throws & last 2 min. of 4 th period	Recognized where 3-point line is marked	2 nd & 4 th Qtrs. & OT. One player allowed back 1 st , 3 rd qtrs. (15-10 Rules apply)	
Boys 9-10	28.5"	10 ft.	12 ft.	12 ft. free throw line	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts, free throws & last 2 min. of 4 th period	Recognized where 3-point line is marked	2 nd & 4 th Qtrs. & OT. One player allowed back 1 st , 3 rd qtrs. (15-10 Rules apply)	
Girls 11-12	28.5"	10 ft.	15 ft.	Regulation Lane	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts, free throws & last 2 min. of 4 th period	Recognized where 3-point line is marked	Full Court Press in 2 nd , 3 rd , 4th Quarter & Overtime (with 15-10 Rules) One player back in 1 st Quarter	
Girls 13-18	28.5"	10 ft.	15 ft.	Regulation Lane	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts, free throws & last 2 min. of 4 th period	Recognized where 3-point line is marked	Full Court Press in 2 nd , 3 rd , 4th Qtrs. & Overtime (with 15-10 Rules) One player back in 1 st Qtrs.	
Boys 11-12 13-14 15-18	29.5"	10 ft.	15 ft.	Regulation Lane	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts, free throws & last 2 min. of 4 th period	Recognized where 3-point line is marked	Full Court Press in 2 nd , 3 rd , 4th Qtrs. & Overtime (with 15-10 Rules) One player back in 1 st Qtrs.	

Mercy Rule	The game clock will run continuously if a team is ahead by 20 or more points . The game clock will resume to normal start and stop rules once the difference is made up. Timeouts will be recognized.
10-15 Rule (Full Court Press)	If full court press is allowed, a team ahead by 15 or more points cannot continue to press. The team in the lead may resume a full court press if the lead is less than 15 points.
Overtime	Overtime periods will be 2 minutes for all age groups with the clock stopped on every whistle. Each team will have one time-out in overtime. Timeouts DO NOT carry over from regulation. If the game is still tied after the 3rd OT, the game will be declared a tie. The exception is tournament play when games are played until there is a winner

Timeouts Per Game	2 x 30 Second 2 x 60 Second
Overtime Timeouts	1 x 30 second
Halftime	3 min
Between Quarters	60 Second