

Pre-Novice Game Rules (ages 6-7)

- Fouls are not recorded
 - Players must **fall back behind the 3-point line** when defending
 - Man-to-man or zone defence are permitted
 - No pressing permitted
 - Fast breaking permitted
 - Players are allowed to defend against the fast break (only exception to the fall-back rule)
 - Clock runs continuously
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Novice Game Rules (ages 8-9)

- Fouls count (5 fouls - player fouls out)
 - Players must **fall back behind the 3-point line** when defending
 - Man-to-man or zone defence are permitted
 - No pressing permitted
 - Fast breaking permitted
 - Players are allowed to defend against the fast break (only exception to the fall-back rule)
 - 3-point line in effect on offence
 - Clock runs continuously
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Atom Game Rules (ages 10-11)

- Fouls count (5 fouls - player fouls out)
 - Pressing is permitted (**once a lead of 10 points is established, press comes off and fall-back rule takes effect**)
 - Players **fall-back to half court** when defending
 - Man-to-man or zone defence are permitted
 - Fast breaking permitted
 - 3-point line in effect on offence
 - Each team has one timeout per half (30 seconds) - stop time
 - Last minute of each half is stop time
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Bantam Game Rules (ages 12-13)

- Fouls count (5 fouls - player fouls out)
- Pressing is permitted (**once a lead of 10 points is established, press comes off and fall-back rule takes effect**)
- Players **fall-back to half court** when defending
- Man-to-man or zone defence are permitted
- Fast breaking permitted
- 3-point line in effect on offence
- Each team has one timeout per half (30 seconds) - stop time
- Last minute of each half is stop time