



Binbrook Basketball Club House League Rules

U9 age group	U12 age group	U15 age group
Fall back: Must fall back to half court on defence	Fall back: Must fall back to half court on defence	Full court press is allowed, when a team leads by 15 or more they must fall back
Time: Clock will run until there is 1 minute left in the shift, and 2 minutes left in the game	Time: Clock will run until there is 1 minute left in the shift, and 2 minutes left in the game	Time: Clock will run until there is 1 minute left in the shift, and 2 minutes left in the game

Fouls: Any player who gets 5 fouls must come out of the game and miss 1 entire shift, the player can re enter the game but if they get to 6 fouls they must come out of the game all together	Fouls: Any player who gets 5 fouls must come out of the game and miss 1 entire shift, the player can re enter the game but if they get to 6 fouls they must come out of the game all together	Fouls: Any player who gets 5 fouls must come out of the game and miss 1 entire shift, the player can re enter the game but if they get to 6 fouls they must come out of the game all together
Format: Each half will consist of 4 x 4 minute shifts allowing 5 minutes for halftime	Format: Each half will consist of 4 x 4 minute shifts allowing 5 minutes for halftime	Format: Each half will consist of 4 x 4 minute shifts allowing 5 minutes for halftime

POSSESSION - Each shift will start in the direction of the possession Arrow.	POSSESSION - Each shift will start in the direction of the possession Arrow.	POSSESSION - Each shift will start in the direction of the possession Arrow.
TIME-OUTS - each team will receive 2 - 60 second time-outs per half. No carryovers. Timeouts must be called through the table officials.	TIME-OUTS - each team will receive 2 - 60 second time-outs per half. No carryovers. Timeouts must be called through the table officials.	TIME-OUTS - each team will receive 2 - 60 second time-outs per half. No carryovers. Timeouts must be called through the table officials.
2 Technical fouls in consecutive	2 Technical fouls in consecutive	2 Technical fouls in consecutive



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games the youth sits out the remainder of the game and the youth serves a suspension at the next game	games the youth sits out the remainder of the game and the youth serves a suspension at the next game	games the youth sits out the remainder of the game and the youth serves a suspension at the next game
FREE THROW SHOOTING - (13 FT.) 2 Big steps closer than regulation	FREE THROW SHOOTING - (15 FT.) Regulation line	FREE THROW SHOOTING - (15 FT.) Regulation line
Overtime: In the event of a tie, Overtime will be played, if there is no winner at the end of the 1st overtime, a second overtime period will be played. At this point a winner will be issued or it will count as a tie	Overtime: In the event of a tie, Overtime will be played, if there is no winner at the end of the 1st overtime, a second overtime period will be played. At this point a winner will be issued or it will count as a tie	Overtime: In the event of a tie, Overtime will be played, if there is no winner at the end of the 1st overtime, a second overtime period will be played. At this point a winner will be issued or it will count as a tie