

OFFICIAL GAME RULES

<p>Court & Ball</p> <ul style="list-style-type: none"> Game to be played on half of a court on 1 basketball hoop Age appropriate size ball to be provided for games (practice balls will not be provided) 	<p>Game Officials</p> <ul style="list-style-type: none"> Game officials shall consist of 1 <i>Hamilton Board of Approved Basketball Officials</i> referee and 1 score/ time keeper per court 	<p>Teams</p> <ul style="list-style-type: none"> Each team shall consist of 4 – 6 players (3 players on the court with 1 – 3 substitutions) Teams without coaches: Players/ parents to assume responsibility for substitutions
<p>Beginning of the Game</p> <ul style="list-style-type: none"> Both teams shall warm up simultaneously prior to game Coin-toss shall determine which team gets first possession During play-off rounds, winner of coin-toss may defer possession to overtime Game must start with 3 players on the court from each team 	<p>Fouls / Free Throws</p> <ul style="list-style-type: none"> Players are not excluded based on the number of personal fouls Penalty situation (Bonus): <ul style="list-style-type: none"> 7th foul – 1 free throw 10th foul – 2 free throws Shooting Fouls: <ul style="list-style-type: none"> Inside arc – 1 free throw Outside arc – 2 free throws During the act of shooting followed by a successful field goal – 1 free throw Technical fouls: <ul style="list-style-type: none"> 1 free throw and possession 	<p>Playing Time & Winner of Game</p> <ul style="list-style-type: none"> Length of game: 10 minutes Clock stops during ... <ul style="list-style-type: none"> Dead-ball situations Free throws Clock restarts after the exchange of the ball is completed (once it is in the offensive team's hands) Winner: Team with most points after time elapses OR first team to score 21 points or more before time elapses Curfew Rule: No game shall exceed 20 minutes (real time) <ul style="list-style-type: none"> During playoff rounds ... in the event of a tie, the 1st team to 2 points wins the game
<p>Scoring</p> <ul style="list-style-type: none"> Every field goal inside the arc shall be awarded 1 point Every field goal behind the arc shall be awarded 2 points Every successful free throw shall be awarded 1 point 		
<p>How the Ball is Played</p> <ul style="list-style-type: none"> Following each successful field goal or last free throw (except those followed by ball possession) ... <ul style="list-style-type: none"> The scored upon team will resume play by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the 3 point arc The defensive team is not allowed to play the ball until it is behind the arc Following each unsuccessful field goal or last free throw (except those followed by ball possession) ... <ul style="list-style-type: none"> If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the 3 point arc If the defensive team rebounds the ball, it must return the ball behind the arc (pass or dribble) If the defensive team steals or blocks the ball, it must return the ball behind the arc (pass or dribble) Possession of the ball following any dead ball situation shall start with a CHECK-BALL (i.e. exchange of the ball between the defensive and the offensive player) behind the arc at the top of the court A player is considered “behind the arc” when both feet are behind the 3 point arc line In all jump ball situations, the defensive team shall be awarded the ball 		
<p>Substitutions</p> <ul style="list-style-type: none"> Substitutions are permitted during dead-ball situations and/or prior to a ‘Check-ball’ or free throw Substitute must wait for his/her teammate to step off the court Substitutions can only take place behind the end line (under the basket) and require no action from the referee or table official 	<p>Time-outs</p> <ul style="list-style-type: none"> Each team is granted 1 team time out per game Any player can call the time-out in a dead ball situation Time-outs are 30 sec. in length 	
<p>Stalling Violation</p> <ul style="list-style-type: none"> Stalling or failing to play actively (i.e. not attempting to score) shall be a violation. The referee shall give a warning by counting the last 5 seconds in which the team must shoot the ball 	<p>Game Forfeiture</p> <ul style="list-style-type: none"> In the event of game forfeiture, the score will be recorded as 10-0 against the forfeiting team 	