

Coastal Division

Goal Height	10 foot
Game Length	2- 20 min Halves; 5 min halftime
Timeout	(2) 30 second timeouts per half ; (1) timeout per team for each overtime period
Stop Clock	All dead ball situations in the last 4 minutes of game unless someone is up by 20
Press	Man to man in last 4 min unless leading by 20 points or more
Fouls	5 fouls = ejection (unless no subs are available: then each add'l; foul by that player will result in opposing team having possession of the ball plus 1 point added to their team score), Note: if a team has more than 1 fouled out player and there are not enough subs to field a complete team, then the opposing coach can choose which player (s) re-enter the game.
Closely Guarded	10 Seconds Closely Guarded Called
Technical or Flagrant Fouls	For Players: 1st = 10 minutes on bench; 2nd in same game = Ejection for full game. Bench time will all be served (carries over to next game.) For Coach: 1st = will remain seated during all live ball situations; 2nd in same game = removed from gym for rest of game and next game.
Free Throws	Awarded 2 shots if fouled while shooting and the shot was missed. One shot if fouled while shooting and the shot was made. No other free throws awarded.
3 point shot	NO 3 point shots awarded
Overtime	As many 2 min periods as needed. 30 second breaks. Use rules for last 4 minutes of game. 1 timeout per team for each overtime period.
Defence	Man-to-man only. No double teaming, but help defense allowed when driving to the lane. (Zone penalty: 1 warning then team technical.) (see rules for full court press)
Seconds in the key	Seconds 3
Playing Time	Playing time will be distributed as evenly as possible. Exceptions can be made for disciplinary reasons and/or attendance reasons. All disciplinary restrictions on playing time must be brought to the attention of the player's parent, the referee, and the scorekeeper before the game starts.
Substitutions	All subs will check in at the scoring table. Subs will not enter the game until directed by the referee. The referee will only allow subs that are at the scoring table to enter the game (subs will not be allowed directly from the bench.)
Start Time	If a team cannot field 5 eligible players by the scheduled start time of the game, the coaches can come to an agreement to play either 4 on 4 or to share players to make the teams as equal as possible (all players should be shared equally to the incomplete team). If the game is a tournament game, it will be recorded as a forfeit to any team not able to field 5 players by the scheduled start time.
Practice Time	Limited to (3) one hour sessions per week (Sunday to Saturday). Any game counts as a one hour session.

Curry Division

Goal Height	9 foot
Game Length	2- 20 min Halves; 5 min halftime
Timeout	(2) 30 second timeouts per half ; (1) timeout per team for each overtime period
Stop Clock	All dead ball situations in the last 4 minutes of game unless someone is up by 20
Press	NO Press
Fouls	5 fouls = ejection (unless no subs are available: then each add'l; foul by that player will result in opposing team having possession of the ball plus 1 point added to their team score), Note: if a team has more than 1 fouled out player and there are not enough subs to field a complete team, then the opposing coach can choose which player (s) re-enter the game.
Closely Guarded	10 Seconds Closely Guarded Called
Technical or Flagrant Fouls	For Players: 1st = 10 minutes on bench; 2nd in same game = Ejection for full game. Bench time will all be served (carries over to next game.) For Coach: 1st = will remain seated during all live ball situations; 2nd in same game = removed from gym for rest of game and next game.
Free Throws	None
3 point shot	NO 3 point shots awarded
Overtime	As many 2 min periods as needed. 30 second breaks. Use rules for last 4 minutes of game. 1 timeout per team for each overtime period.
Defence	Man-to-man only. No double teaming, but help defense allowed when driving to the lane. (Zone penalty: 1 warning then team technical.)
Seconds in the key	Seconds 5
Playing Time	Playing time will be distributed as evenly as possible. Exceptions can be made for disciplinary reasons and/or attendance reasons. All disciplinary restrictions on playing time must be brought to the attention of the player's parent, the referee, and the scorekeeper before the game starts.
Substitutions	All subs will check in at the scoring table. Subs will not enter the game until directed by the referee. The referee will only allow subs that are at the scoring table to enter the game (subs will not be allowed directly from the bench.)
Start Time	If a team cannot field 5 eligible players by the scheduled start time of the game, the coaches can come to an agreement to play either 4 on 4 or to share players to make the teams as equal as possible (all players should be shared equally to the incomplete team). If the game is a tournament game, it will be recorded as a forfeits to any team not able to field 5 players by the scheduled start time.
Practice Time	Limited to (3) one hour sessions per week (Sunday to Saturday). Any game counts as a one hour session.
Overtime	As many 2 min periods as needed. 30 second breaks. Use rules for last 4 minutes of game. 1 timeout per team for each overtime period.

Pacific Division

Goal Height	10 foot
Game Length	2- 20 min Halves; 5 min halftime
Timeout	(2) 30 second timeouts per half ; (1) timeout per team for each overtime period
Stop Clock	All dead ball situations in the last 4 minutes of game unless someone is up by 20
Press	Press in last 10 min unless leading by 15 points or more
Fouls	5 fouls = ejection (unless no subs are available: then each add'l; foul by that player will result in opposing team having possession of the ball plus 1 point added to their team score), Note: if a team has more than 1 fouled out player and there are not enough subs to field a complete team, then the opposing coach can choose which player (s) re-enter the game.
Closely Guarded	10 Seconds Closely Guarded Called
Technical or Flagrant Fouls	For Players: 1st = 10 minutes on bench; 2nd in same game = Ejection for full game. Bench time will all be served (carries over to next game.) For Coach: 1st = will remain seated during all live ball situations; 2nd in same game = removed from gym for rest of game and next game.
Free Throws	Awarded 2 shots if fouled while shooting and the shot was missed. One shot if fouled while shooting and the shot was made. No other free throws awarded.
3 point shot	3 point shots awarded
Overtime	As many 2 min periods as needed. 30 second breaks. Use rules for last 4 minutes of game. 1 timeout per team for each overtime period.
Defense	Any Defense is allowed, except for full court press. (see rules for full court press)
Seconds in the key	Seconds 3
Playing Time	Playing time will be distributed as evenly as possible. Exceptions can be made for disciplinary reasons and/or attendance reasons. All disciplinary restrictions on playing time must be brought to the attention of the player's parent, the referee, and the scorekeeper before the game starts.
Substitutions	All subs will check in at the scoring table. Subs will not enter the game until directed by the referee. The referee will only allow subs that are at the scoring table to enter the game (subs will not be allowed directly from the bench.)
Start Time	If a team cannot field 5 eligible players by the scheduled start time of the game, the coaches can come to an agreement to play either 4 on 4 or to share players to make the teams as equal as possible (all players should be shared equally to the incomplete team). If the game is a tournament game, it will be recorded as a forfeit to any team not able to field 5 players by the scheduled start time.
Practice Time	Limited to (3) one hour sessions per week (Sunday to Saturday). Any game counts as a one hour session.

Table 1