Division	K-2	Division	Curry	Division	Coastal	Division	Pacific
Goal Height	8 Foot	**Goal Height**	9 Foot	**Goal Height**	10 Foot	**Goal Height**	10 Foot
Game Length	(2) 12 min halves; 3 min half	**Game Length**	(2) 20 min halves; 5 min halftime	**Game Length**	(2) 20 min halves; 5 min halftime	**Game Length**	(4) 8 Min Qtrs; 5 min half; 1 min qtr breaks
Clock Stops	Every 4 minutes	**Clock Stops**	All dead ball situations in the last 4 minutes of game	**Clock Stops**	All dead ball situations in the last 4 minutes of game	**Clock Stops**	All dead ball situations
Timeouts	None	**Timeouts**	(2) 30 second timeouts per half ; (1) timeout per team for each overtime period	**Timeouts**	(2) 30 second timeouts per half ; (1) timeout per team for each overtime period	**Timeouts**	(2) 30 second timeouts per half ; (1) timeout per team for each overtime period
Press	No press	**Press**	No press	**Press**	Man to man in last 2 mins of 4th quarter unless leading by 20 points or more	**Press**	Last 2 mins in 4th quarter unless leading by 20 points or more (Pacific BOYS ONLY)
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.	**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.	**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.	**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	N/A	**Closely Guarded**	10 Seconds Closely Guarded Called	**Closely Guarded**	10 Seconds Closely Guarded Called	**Closely Guarded**	5 Seconds Closely Guarded Called
Technical or Fragrant Foul	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.	**Technical or Fragrant Foul**	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.	**Technical or Fragrant Foul**	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.	**Technical or Fragrant Foul**	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	**Free Throws**	None	**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.	**Free Throws**	All free throws awarded, including bonus. When 7th, 8th, and 9th team fouls are committed, a 1&1 free throw is awarded. After the 10th team fouled is committed, two free throws are awarded.
3 Point Shot	NO 3 point shots awarded	**3 Point Shot**	NO 3 point shots awarded	**3 Point Shot**	NO 3 point shots awarded	**3 Point Shot**	3 point shots awarded
Overtime	As many 2 min periods as needed. 30 sec breaks. Use rules for last 4 min of game. 1 timeout per team for each overtime period.	**Overtime**	As many 2 min periods as needed. 30 sec breaks. Use rules for last 4 min of game. 1 timeout per team for each overtime period.	**Overtime**	As many 2 min periods as needed. 30 sec breaks. Use rules for last 4 min of game. 1 timeout per team for each overtime period.	**Overtime**	As many 2 min periods as needed. 30 sec breaks. Use rules for last 4 min of game. 1 timeout per team for each overtime period.
Defense	Man-to-man only. No double teaming, but help defense allowed when driving to the lane.	**Defense**	Man-to-man only. No double teaming, but help defense allowed when driving to the lane.	**Defense**	Man-to-man only. No double teaming, but help defense allowed when driving to the lane.	**Defense**	Man-to-man only. No double team, but help defense allowed when driving to the lane. Zone penalty: 1 warning then team technical.
Seconds in Key	N/A	**Seconds in Key**	5 seconds	**Seconds in Key**	3 seconds	**Seconds in Key**	3 seconds
Playing Time	Playing time will be distributed as evenly as possible. Exceptions can be made for disciplinarty reasons and/or attnedance 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.	**Playing Time**	Playing time will be distributed as evenly as possible. Exceptions can be made for disciplinarty reasons and/or attnedance 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.	**Playing Time**	Playing time will be distributed as evenly as possible. Exceptions can be made for disciplinarty reasons and/or attnedance 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.	**Playing Time**	Playing time will be distributed as evenly as possible. Exceptions can be made for disciplinarty reasons and/or attnedance 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	Every 4 minutes	**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.)	**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.)	**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		**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 imcomplete team). If the game is a tournament game, it will be recorded as a forfeith to any team not able to field 5 players by the scheduled start time.	**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 imcomplete team). If the game is a tournament game, it will be recorded as a forfeith to any team not able to field 5 players by the scheduled start time.	**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 imcomplete team). If the game is a tournament game, it will be recorded as a forfeith to any team not able to field 5 players by the scheduled start time.
Practice Time	1/2 hour before each game.	**Practice Time**	Limited to (3) one hour sessions per week (Sunday to Saturday). Any game counts as a one hour session.	**Practice Time**	Limited to (3) one hour sessions per week (Sunday to Saturday). Any game counts as a one hour session.	**Practice Time**	Limited to (3) one hour sessions per week (Sunday to Saturday). Any game counts as a one hour session.
Other	Clean, non-marking gym shoes are required for the K-School. Only water is allowed in the gym. NO other food or drink allowed.	**Other**		**Other**		**Other**	