

Robbinsville Basketball Association 2005/2006
Division Rules Summary Sheet

	1st & 2nd grade Boys and Girls	3rd / 4th grade Boys and Girls	5th / 6th Grade Boys and Girls	7th / 8th grade Boys and Girls
Game Length	8 minute quarters 2 minutes between halves	8 minute quarters 2 minutes between halves	8 minute quarters 2 minutes between halves	8 minute quarters 5 minutes between halves
Basket Height	8 feet	9 feet - girls 10 feet – boys	10 feet	10 feet
Clock	Runs continuously. Last 2 minutes of each quarter stops on whistle	Runs continuously. Last 2 minutes of each quarter stops on whistle	Runs continuously. Last 2 minutes of each quarter stops on whistle	Runs continuously. Last 2 minutes of each quarter stops on whistle
Time Outs	Two (2) one minute time-outs per half. No carryover to the next half	Two (2) one minute time-outs per half. No carryover to the next half	Two (2) one minute time-outs per half. No carryover to the next half	Two (2) one minute time-outs per half. No carryover to the next half
Defense	No defense until offensive player crosses half court. Man-to-man defense starting at foul line	No defense until offensive player crosses half court. Coaches discretion of zone or man-to-man .	No defense until offensive player crosses half court. Coaches discretion of zone or man-to-man .	No defense until offensive player crosses half court.
Full Court Pressure	Never	Never	Never	Allowed during last 2 minutes of each half. If a team is leading by 10 or more points, no press allowed.
Lane Violations	5 seconds	5 seconds	5 seconds	5 seconds
Substitution	Only for injury. A player of like skills should be substituted	Once play has begun, substitute only for injury according to the Extra Quarter Rule .	Once play has begun, substitute only for injury according to the Extra Quarter Rule .	Free substitutions with each player playing 2 quarters.
Foul Line	5 feet in from regulation	2 feet in from regulation	Regulation	Regulation
Fouls	On each player's 6 th personal foul, a technical will be called. Opposing team receives 2 foul shots plus the ball back.	On each player's 6 th personal foul, a technical will be called. Opposing team receives 2 foul shots plus the ball back. If player has played two full quarters they are ineligible for further play.	On each player's 6 th personal foul, a technical will be called. Opposing team receives 2 foul shots plus the ball back. If player has played two full quarters they are ineligible for further play.	On each player's 6 th personal foul, a technical will be called. Opposing team receives 2 foul shots plus the ball back. If player has played two full quarters they are ineligible for further play.
Overtime	Not applicable	A 2 minute overtime period in case of tie score. Each team gets one timeout per period with no carryover.	A 2 minute overtime period in case of tie score. Each team gets one timeout per period with no carryover.	A 2 minute overtime period in case of tie score. Each team gets one timeout per period with no carryover.