

2024 QUICK REFERENCE RULES

DIVISION	MERCY RULE	PRESS	SUB PATTERN	OVERTIME	FREE THROW LINE	KEY VIOLATION	GAME CLOCK	DEFENSE	TIME OUTS
3/4th "B"	ahead by 20, last 2 min clock runs	NO Press	YES	NO	11' (Xing line OK)	5 Sec.	2 - 15 min halves w/running clock. Stops only on free throws and timeouts except last 2 minutes of each half or under Mercy Rule.	Man to man. No press. Up by 20 pts., defense 5 ft. back from 1/2 court line. Last minute of game, losing team may have backcourt defense.	3 - 30 second per game
3/4th "A"	ahead by 20, last 2 min clock runs	NO Press	YES	NO	11' (Xing line OK)	5 Sec.	2 - 15 min halves w/running clock. Stops only on free throws and timeouts except last 2 minutes of each half or under Mercy Rule.	Man to man. No press. Up by 20 pts., defense 5 ft. back from 1/2 court line. Last minute of game, losing team may have backcourt defense.	3 - 30 second per game
5/6th "B"	ahead by 20, last 2 min clock runs	NO Press	YES	NO	12' no Xing line	5 Sec.	2 - 15 min halves w/running clock. Stops only on free throws and timeouts except last 2 minutes of each half or under Mercy Rule.	Man to man. No press. Up by 20 pts., defense 5 ft. back from 1/2 court line. Last minute of game, losing team may have backcourt defense.	3 - 30 second per game
5/6th "A"	ahead by 20, last 2 min clock runs	Press	NONE, PLAYERS MUST PLAY 15 MIN	NO	15' no Xing line	3 Sec.	2 - 15 min halves w/running clock. Stops only on free throws and timeouts except last 2 minutes of each half or under Mercy Rule.	Man to Man or Zone. Up by 20 pts, you must begin defense 5' from 1/2 ct. line.	3 - 30 second per game
5/6th Open	ahead by 20, last 2 min clock runs	Press	NONE, PLAYERS MUST PLAY 15 MIN	YES one 2 minute OT, then shoot out if needed	15' no Xing line	3 Sec.	2 - 15 min halves w/running clock. Stops only on free throws and timeouts except last 2 minutes of each half or under Mercy Rule.	Man to Man or Zone. Up by 20 pts, you must begin defense 5' from 1/2 ct. line.	3 - 30 second per game, 1 in OT (no carry overs)