

	<b>Elementary (Grades 3-5)</b>	<b>Middle (Grades 6-8)</b>	<b>High School (Grades 9-12)</b>
<b>Man to Man or Zone</b>	No Zone	Grade 6/7/8: Man to Man or zone Girls: Man to Man	Man to Man or Zone
<b>Full Court Press</b>	Last 1 minute of 3rd /4th quarter *Allowed with 10 point lead or less	Last 2 minutes of 3rd/4th quarter * Allowed with 10 point lead or less	Allowed, with 10 point lead or less
<b>Backcourt Rule</b>	Yes	Yes	Yes
<b>Double Team</b>	Grades 3-5: Within the lane	Within the 3pt arc	Yes
<b>Foul Shot Line</b>	~13 feet (flexible) Grade 3/4: One step in from line Grade 5: jumps in front permitted	15 feet	15 feet
<b>3 second rule</b>	3 seconds, give warning	3 seconds	3 seconds
<b>Time Outs</b>	3 per game, max 2 per half	3 per game, max 2 per half	3 per game, max 2 per half
<b>Bonus Foul</b>	7 team fouls (1-1: 7- 9th foul, 10+ = 2 shots)	7 team fouls (1-1: 7- 9th foul, 10+ = 2 shots)	7 team fouls (1-1: 7- 9th foul, 10+ = 2 shots)
<b>Technical Foul/ Flagrant Foul</b>	Technical/Flagrant= 2 free throws & possession 2 technical/game=ejection ejection= player suspended 1 game Ejected 2x= player removed from league	Technical/Flagrant= 2 free throws & possession 2 technical/game=ejection ejection= player suspended 1 game Ejected 2x= player removed from league	Technical/Flagrant= 2 free throws & possession 2 technical/game=ejection ejection= player suspended 1 game Ejected 2x= player removed from league
<b>Overtime</b>	None Playoff only—2 minutes	None Playoff only—2 minutes	Regular Season — 1 minute Playoff only — 2 minutes
<b>Basketball</b>	<b>Junior (28.5)</b>	Grade 6/7: (28.5) Grades 8: (29.5) Girls 6-8: (28.5)	Regulation (29.5)
<b>Playing Time</b>	Equal Playing Time * Non-compliance results in forfeit	Equal Playing Time * Non-compliance results in forfeit	<b>Equal Playing Time recommended</b> * Non-compliance results in forfeit
<b>Time Played</b>	(4) seven minute stop time, no break in between quarters	(4) seven minute stop time, no break in between quarters	(4) seven minute stop time, no break in between quarters