GAME RULES

Scoring and Timing

- Teams must start the game with 5 players. A 5-minute grace period will be allowed at which time the game will be forfeited. A scrimmage can be played at that point but the forfeiting team loses the game in the standings.
- The home team is responsible for providing a scorer and timer.
- Game clock will be sixteen (16) minute halves, running time except during shooting fouls, time outs and the last **two (2) minutes** of **EACH** half. Teams get 2 time outs per half, they do not carry over. Halftime is 3 minutes.
- Players are disqualified after 5 personal fouls.
- One-and-one will be shot on the 7th team foul; there is no double bonus after 10 fouls.
- If overtime is necessary it will be 3 minutes long and timed the same as above.

Offensive Rules

- All divisions will follow RIIL rules.

Defensive Rules

- Jr. NBA and NBA play normal defensive rules. Pressing is allowed at all times, there are no restrictions.

  There are the modifications for the Rookie and & NCAA divisions.
  - Rookie division
    - Teams can play man to man defense only, no type of zone
    - Defenses can pick up at half court
    - No full court pressing is allowed

  - NCAA Girls division
    - Teams can only play man to man defense only, no type of zone
    - Defensive players can pick up at half court, but aren't allowed to steal the ball out of the players hands while dribbling, until they cross the three point line. Defensive players can steal the ball from the offensive players hands once the dribble is picked up. Defensive players can also block the offensive players shot attempt and steal the ball on an attempted pass. This rule doesn't apply under two minutes remaining in the game.
    - No pressing is allowed.

  - NCAA Boys division:
    - Teams can play man to man or zone only, no box in one or triangle and two
    - Defenses can pick up at half court, but there is no double teaming allowed outside of the key until the last two minutes of the game
    - No full court pressing is allowed