

DAA GAME RULES SUMMARY

Coed 5-6	Defense							Full Court Press	
	Defense is played below the top of the key extending out to the sidelines. Offensive team must penetrate the defensive area within 10 seconds of crossing mid-court. If not, at the official's discretion, a warning can be given to the offensive coach. A second offense will result in a turnover. Once offense penetrates inside the top of the key, the defense is allowed to follow the ball. If a player is in legal defensive position, he/she may steal a pass or dribble. Fast breaks ARE NOT permitted in 5-6 Basketball.							Not at all	
	Basketball Size:	Goal Height	Free Throw	5 Second Lane Violation	Game Qtrs. Time	Clock Type	3 Point Shots:	Foul Calls	Coaches on the Floor
	27.5"	8 ft.	10 ft.	10 ft. free throw line	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts & free throws at last 2 min. of 4 th period	Recognized where 3-point line is marked	Officials in this age group will only call major violations and will explain the violations called to the children on the court.	One coach from each team is allowed on the floor in the first half of the season ONLY. They can instruct and position players but are not allowed to impede the flow of play, unless directed by officials.
Girls Boys 7-8	28.5"	Girls 8.5 ft. Boys 9 ft.	12 ft.	12 ft. free throw line	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts & free throws at last 2 min. of 4 th period	Recognized where 3-point line is marked	Defense	
								First (1) and Third (3) Quarters – Defense will be played below the top of the key extending out to the sidelines. Offensive team must penetrate the defensive area within 10 seconds of crossing mid-court. If not, at the official's discretion, a warning can be given to the offensive coach. A second offense will result in a turnover. Once offense penetrates inside the top of the key, the defense is allowed to follow the ball. If a player is in legal defensive position, he/she may steal a pass or dribble.	
								Second (2) and Fourth (4) Quarters – Defense can be played at half court. Half Court press is allowed.	
								Full Court Press	
								Full Court Pressing – Allowed the last two (2) min. of 4 th Qtr. & OT. Two (2) press warnings per half. After 2 nd warning, each violation will result in a team technical foul.	
Girls 9-10	28.5"	10 ft.	12 ft.	12 ft. free throw line	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts & free throws at last 2 min. of 4 th period	Recognized where 3-point line is marked	2 nd & 4 th Qtrs. & OT. One player allowed back 1 st , 3 rd qtrs. (15-10 Rules apply)	
Boys 9-10	28.5"	10 ft.	12 ft.	12 ft. free throw line	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts & free throws at last 2 min. of 4 th period	Recognized where 3-point line is marked	2 nd & 4 th Qtrs. & OT. One player allowed back 1 st , 3 rd qtrs. (15-10 Rules apply)	
Girls 11-12	28.5"	10 ft.	15 ft.	Regulation Lane	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts & free throws at last 2 min. of 4 th period	Recognized where 3-point line is marked	Full Court Press in 2 nd , 3 rd , 4 th Quarter & Overtime (with 15-10 Rules) One player back in 1 st Quarter	
Girls 13-18	28.5"	10 ft.	15 ft.	Regulation Lane	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts & free throws at last 2 min. of 4 th period	Recognized where 3-point line is marked	Full Court Press in 2 nd , 3 rd , 4 th Qtrs. & Overtime (with 15-10 Rules) One player back in 1 st Qtrs.	
Boys 11-12 13-14 15-18	29.5"	10 ft.	15 ft.	Regulation Lane	Four (4) - 8 Min. Qtrs.	Running clock (Stop on timeouts & free throws at last 2 min. of 4 th period	Recognized where 3-point line is marked	Full Court Press in 2 nd , 3 rd , 4 th Qtrs. & Overtime (with 15-10 Rules) One player back in 1 st Qtrs.	

Mercy Rule	The game clock will run continuously if a team is ahead by 20 or more points . The game clock will resume to normal start and stop rules once the difference is made up. Timeouts will be recognized.
10-15 Rule (Full Court Press)	Where full court pressing is allowed - a team ahead by 15 or more points cannot continue to press the ball. The team in the lead may resume a full court press if the lead decreases to under 15 points.
Overtime	Overtime periods will be 2 minutes for all age groups with the clock stopped on every whistle. Each team will have one time-out in overtime. Timeouts DO NOT carry over from regulation. If the game is still tied after the 3 rd OT, the game will be declared a tie. The exception is tournament play when games are played until there is a winner

Timeouts Per Game	2 x 30 Second 2 x 60 Second
Overtime Timeouts	1 x 30 second
Halftime	3 min
Between Quarters	60 Second