

CHESTER PIKE INTRAMURAL BASKETBALL LEAGUE RULES

11-12 & U

- 28.5 Ball Size
- Not eligible if 13 years old before September 1, 2015
- No travel team players or AAU players must play in the age group above them
- 18 MINUTE RUNNING CLOCK HALVES
- Gym time permitting, 3 minute running clock OT (limit of 2 OT's)
- Two 30 second timeouts per team per half
- Player fouls out with 5 fouls
- 2 shots on shooting fouls, 1 and 1 after 7 team fouls, 2 shots after 10 team fouls, and all other fouls are team possessions.
- Jump Ball goes by possession arrow
- Full Court Press only allowed in last 2 minutes of the half and end of Game.

TEAMS CANT PRESS IF THEY ARE UP 10 OR MORE POINTS DURING THE GAME

- Teams must allow the opposing girl to dribble cross half court before they can play defense up to half court during the entire game. Team may intercept a pass thrown from behind half court at any time.
- Man-to-man or zone defenses allowed...THREE POINTERS WILL COUNT
- ALL PLAYERS SHOULD RECEIVE EQUAL PLAYING TIME
REGARDLESS OF SKILL LEVEL

Fast breaks are allowed on all rebounds and steal the entire game.

Clock stops last minute of each half and timeouts only.

All teams must keep a book. If a team doesn't keep a book the referee can assess a technical foul and award two shot for the other team. This is done to keep track of the players and team fouls.

Technical Foul Rule---1st one is a league warning, second one is a game suspension, third one is a two game suspension, 4th one player or coach is thrown out of the league for the rest of the year.

Winning teams please email your scores no later than two days after the game to Delcom31@comcast.net failure to do so will result in a forfeit win to the other team.