

TOP BALLERS BASKETBALL

SEASON GAME RULES



GENERAL – applies to all divisions:

- **Game Style** – 5 v 5 Full Court
- **Game Length** – 2 x 20-minute halves with 2 minutes half time
- **Timeouts** – 4 total timeouts (2 in first half, 2 in second half)
- **Timeout Lengths** – 45 seconds
- **Shot Clock** – No Shot Clock
- **Clock Stoppage** - Clock will stop during last two (2) minutes of the game on all dead ball situations for all divisions unless lead is 12 points or greater
- **Substitutions** – Free substitutions for the entire game. It is responsibility of each coach to play all players the appropriate length of time
- **Fouls** - Players foul out of game at 5 personal fouls
- **Free Throw Bonus Rule** – One and one on 7th team foul in that half; Double bonus on 10th team foul in that half
- **Forfeit** – A team must have at least 4 players available on the court, otherwise it is a forfeit
- **Late Arrival Penalty** – Unless previously approved by the league: If a team is 10 min late to a game, they will be assessed 5-point penalty. If a team is 15 min late, the team will forfeit the game
- **Delay of Game** – A team will be warned for delay of game once per half. A second offense results in technical foul free throws.

	D5 K - 2 nd Grade	D4 2 nd – 3 rd Grade	D3 3 rd - 5 th Grade	D2 5 th - 7 th Grade	D1 7 th - 9 th Grade	High School 9 th - 12 th Grade
Ball Size	27.5	28.5	28.5	Boys 29.5 Girls 28.5		
Basketball Height	10 feet	10 feet	10 feet	10 feet		
Free Throw Distance	8 feet	10 feet	12 feet	15 feet		
Opening Free Throws	2 Free Throws Per Player at Beginning of First Half; Each Team to Have Equal # of Free Throws	N/A	N/A	N/A		
Lane Violation	N/A	5 seconds	5 seconds	3 seconds		
Full Court Press Defense	Last 2 Min of Each Half Unless Up by 12 points (Inside 3pt line if over 25)	Last 5 Min of Each Half Unless Up by 12 points (Inside 3pt line if over 25)	Last 5 Min of Each Half Unless Up by 12 points (Inside 3pt line if over 25)	All Game Unless up by 25 points		
Overtime	• One Timeout per Overtime • Fouls do not reset • First Overtime is 2 Minutes long ○ First Minute Running Clock ○ Second Minute Clock Stops at All Dead Balls • Second Overtime is Sudden Death. First team that scores wins					UPDATED: FEBRUARY 26, 2025

TOP BALLERS BASKETBALL

SHOOTOUT GAME RULES



GENERAL – applies to all divisions:

- **Game Style** – 5 v 5 Full Court
- * **Game Length** – 2 x 14-minute halves with 1 minute half time
- * **Timeouts** – 2 total timeouts (1 in first half, 1 in second half)
- * **Timeout Lengths** – 30 seconds
- **Shot Clock** – No Shot Clock
- * **Clock Stoppage** - Clock will stop during last one (1) minute of the game on all dead ball situations for all divisions unless lead is 12 points or greater
- **Substitutions** – Free substitutions for the entire game. It is responsibility of each coach to play all players the appropriate length of time
- * **Fouls** – No player fouls out in Shootout Games
- **Free Throw Bonus Rule** – One and one on 7th team foul in that half; Double bonus on 10th team foul in that half
- **Forfeit** – A team must have at least 4 players available on the court, otherwise it is a forfeit.
- **Late Arrival Penalty** – Unless previously approved by the league: If a team is 10 min late to a game, they will be assessed 5-point penalty. If a team is 15 min late, the team will forfeit the game.
- **Delay of Game** – A team will be warned for delay of game once per half. A second offense results in technical foul free throws

	D5 K - 2 nd Grade	D4 2 nd – 3 rd Grade	D3 3 rd - 5 th Grade	D2 5 th - 7 th Grade	D1 7 th - 9 th Grade	High School 9 th - 12 th Grade
Ball Size	27.5	28.5	28.5	Boys 29.5 Girls 28.5		
Basketball Height	10 feet	10 feet	10 feet	10 feet		
Free Throw Distance	8 feet	10 feet	12 feet	15 feet		
Opening Free Throws	2 Free Throws Per Player at Beginning of First Half; Each Team to Have Equal # of Free Throws	N/A	N/A	N/A		
Lane Violation	N/A	5 seconds	5 seconds	3 seconds		
Full Court Press Defense	Last 2 Min of Each Half Unless Up by 12 points (Inside 3pt line if over 25)	Last 5 Min of Each Half Unless Up by 12 points (Inside 3pt line if over 25)	Last 5 Min of Each Half Unless Up by 12 points (Inside 3pt line if over 25)	All Game Unless up by 25 points		
* Overtime	• Overtime is 1 minute long • If tied after 1 minute, game stays a tie • No Timeouts					

* Shootout rules that differ compared to Season games

UPDATED: SEPTEMBER 2, 2025

TOP BALLERS BASKETBALL

3v3 RULES



GENERAL – applies to all games:

- **Game Style** – 3 v 3 Half Court; All Balls Checked Up; Player can dribble after ball checked
- **Game Length** – 2 x 10-minute halves with 2 minutes half time
- **Change of Possession** – Ball must be taken back past 3-point line for all defensive change of possessions; Ball must change possession after all made baskets
- **Timeouts** – 2 total timeouts (*1 in first half, 1 in second half*)
- **Timeout Lengths** – 45 seconds
- **Shot Clock** – No Shot Clock
- **Clock Stoppage** - Clock will stop during last two (2) minutes of the game on all dead ball situations and made baskets for all divisions unless lead is 12 points or greater
- **Substitutions** – Free substitutions for the entire game. It is responsibility of each coach to play all players the appropriate length of time.
- **Fouls** - Players will not foul out regardless of number of personal fouls. However, team fouls are tracked
- **Free Throw Bonus Rule** – One and one on 5th team foul in that half; Double bonus on 7th team foul in that half
- **First Possession** – A coin toss prior to each game and start of overtime determines which team gets the ball. Away team calls the coin flip.

	7U/8U	9U/10U	10U/11U	11U/12U	13U/14U
Ball Size	28.5	28.5	28.5	Boys 29.5 Girls 28.5	Boys 29.5 Girls 28.5
Basketball Height	10 feet	10 feet	10 feet	10 feet	10 feet
Free Throw Distance	10 feet	12 feet	12 feet	15 feet	15 feet
Lane Violation	N/A	5 seconds	3 seconds	3 seconds	3 seconds
Overtime	• One Timeout per Overtime • Fouls do not reset • First Overtime is 2 Minutes long ○ First Minute Running Clock ○ Second Minute Clock Stops at All Dead Balls • Second Overtime is Sudden Death. First team that scores wins				

TOP BALLERS BASKETBALL

CODE OF CONDUCT



Zero Tolerance Policy

Top Ballers is a non-profit youth basketball league geared towards instruction and enjoyment of the game. Therefore, games and practices should take place in a supportive environment free from distractions and unnecessary tension.

This policy requires parents, coaches, and all spectators to allow the players to play in an environment free from criticism of players, coaches, or officials. In addition, any altercation between players, coaches, officials, or spectators, be it verbal or physical, will not be tolerated.

- Spectators should not talk to officials
- Coaches, players, parents, or any other spectator should not verbally or visually create an undesirable atmosphere

Deviation from this policy is grounds for expulsion from the league, immediate removal from the facility, and/or prohibition from attending future games and practices. In any case, there will be no refund of any Top Ballers or associated fees.

Player's Code of Conduct

Safety	The safety and well-being of our players is always our main concern.
Be a Good Sport	Play fair. Be a leader. Set the example. Rise above poor behavior. Have fun.
Practice the Fundamentals	Master the basketball basics. Practice each of the fundamentals –dribbling, shooting, passing, rebounding and defense.
Be Patient with your Teammates	Basketball is a team sport. Every player has strengths and weaknesses. Success can only come when the entire team plays well together.
Do Not Question the Referees	Referees do not care who wins and have no favorite players. Referees want nothing more than a game that is fair and safe.
Facilities	Respect the representatives/staff of the facilities.

UPDATED: MAY 29, 2024