

**NWAYBA - Game Rules Quick Reference - 2018-19 Basketball Season (rev 11.9.2018)**

	<b>Rookies (Co-ed and Girls)</b>	<b>Juniors (Co-ed)</b>	<b>Junior Girls</b>	<b>Senior Girls</b>
<b>Ball Size</b>	27.5	28.5	28.5	28.5
<b>Time of Game</b>	Four (4) ten (10) minute Quarters.	Four (4) ten (10) minute Quarters.	Four (4) ten (10) minute Quarters.	Two (2) twenty (20) minute halves
<b>Clock</b>	Running clock, except timeouts, clock stops on whistle in last two minutes of game.	Running clock, except timeouts, clock stops on whistle in last two minutes of game.	Running clock, except timeouts, clock stops on whistle in last two minutes of game.	Running clock, except timeouts, clock stops on whistle in last two minutes of game.
<b>Substitutions</b>	A1 & A2 may never substitute for B players. Refer to "special rules"	A1 & A2 may never substitute for B players. Refer to "special rules"	A1 & A2 may never substitute for B players. Refer to "special rules"	Each player should play at Least Ten (10) minutes during each half.
<b>Halftime</b>	3 minutes	3 minutes	3 minutes	3 minutes
<b>Timeouts</b>	Two (2) in 1st half one (1) minute Each. Three (3) in 2nd half - 2 one(1) minute and the 3rd a 30 second timeout	Two (2) in 1st half one (1) minute Each. Three (3) in 2nd half - 2 one(1) minute and the 3rd a 30 second timeout	Two (2) in 1st half one (1) minute Each. Three (3) in 2nd half - 2 one(1) minute and the 3rd a 30 second timeout	Two (2) in 1st half one (1) minute Each. Three (3) in 2nd half - 2 one(1) minute and the 3rd a 30 second timeout
<b>Overtime</b>	One (1) two (2) minute overtime One (1) 30 second timeout.	One (1) two (2) minute overtime. One (1) 30 second timeout	One (1) two (2) minute overtime One (1) 30 second timeout.	One (1) two (2) minute overtime. One (1) 30 second timeout
<b>Players to Avoid Forfeit</b>	7	8	8	4
<b>Lane Violation</b>	Five (5) seconds. Two (2) Warnings and stop play to explain rule. Enforce violation after two	Five (5) seconds.	Five (5) seconds.	Three (3) seconds
<b>Free Throw Lineup &amp; Release</b>	Follow NFHS rules. First spaces Between end line and block left vacant. Rookies can enter lane once ball hits rim.	Follow NFHS rules. Juniors can enter lane once ball hits rim.	Follow NFHS rules. Juniors can enter lane once ball hits rim.	Follow NFHS rules. Seniors can enter lane once ball is released from shooters hand.
<b>Free Throw Line</b>	Behind the circle nearest the basket or closer for some players if agreed upon by both coaches	Regulation free throw line (15 Feet from the baseline). Juniors must have some part of either foot touching the free throw line. No penalty for crossing free throw line or landing in lane as a result of shooting a free throw	Regulation free throw line (15 Feet from baseline) Juniors must have some part of either foot touching the free throw line. No penalty for crossing free throw line or landing in lane as a result of shooting a free throw	Regulation free throw line (15 feet from baseline)
<b>Bonus Free Throws</b>	All free throws are single shot for two points	1 and 1 bonus free on 7th foul. 2 Shots on 10th foul. (carry over to OT)	1 and 1 bonus free on 7th foul. 2 Shots on 10th foul. (carry over to OT)	1 and 1 bonus free on 7th foul. 2 Shots on 10th foul. (carry over to OT)
<b>3 Point Shots</b>	All shots count as 2 points – even though a shot may be taken beyond the 3 point line	Shots taken and made outside of the 3 point line are 3 points.	Shots taken and made outside of the 3 point line are 3 points.	Shots taken and made outside of the 3 point line are 3 points.
<b>Defensive Restrictions</b>	No Zone, No Backcourt. Double-Teaming only once one (1) foot in the lane.	No Zone, No Backcourt. Double-Teaming only once one (1) foot in the lane.	No Zone, No Backcourt. Double-Teaming only once one (1) foot in the lane.	All defenses are allowed. No press defense if ahead by 10 or more points

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	<b>Seniors (coed)</b>	<b>Advanced Seniors</b>	<b>High School</b>
<b>Ball Size</b>	28.5	NFHS Official	NFHS Official
<b>Time of Game</b>	Two (2) twenty (20) minute halves	Two (2) twenty (20) minute halves	Two (2) twenty (20) minute halves
<b>Clock</b>	Running clock, except timeouts, clock stops on whistle in last two minutes of game.	Running clock, except timeouts, clock stops on whistle in last two minutes of game.	Running clock, except timeouts, clock stops on whistle in last two minutes of game.
<b>Substitutions</b>	Each player should play at Least ten (10) minutes during each half.	Each player should play at Least ten (10) minutes during each half.	Each player should play at Least ten (10) minutes during each half.
<b>Halftime</b>	3 minutes	3 minutes	3 minutes
<b>Timeouts</b>	Two (2) in 1st half one (1) minute Each. Three (3) in 2nd half - 2 one(1) minute and the 3rd a 30 second timeout	Two (2) in 1st half one (1) minute Each. Three (3) in 2nd half - 2 one(1) minute and the 3rd a 30 second timeout	Two (2) in 1st half one (1) minute Each. Three (3) in 2nd half - 2 one(1) minute and the 3rd a 30 second timeout
<b>Overtime</b>	One (1) two (2) minute overtime. One (1) 30 second timeout	One (1) two (2) minute overtime One (1) 30 second timeout	One (1) two (2) minute overtime. One (1) 30 second timeout
<b>Players to Avoid Forfeit</b>	4	4	4
<b>Lane Violation</b>	Three (3) seconds	Three (3) seconds	Three (3) seconds
<b>Free Throw Lineup</b>	Follow NFHS rules	Follow NFHS rules	Follow NFHS rules
<b>Free Throw Line</b>	Regulation free throw line (15 feet from the baseline).	Regulation free throw line (15 feet from the baseline).	Regulation free throw line (15 feet from the baseline).
<b>Bonus Free Throws</b>	1 and 1 bonus free on 7th foul. 2 shots on 10th foul. (carry over to OT)	1 and 1 bonus free on 7th foul. 2 shots on 10th foul. (carry over to OT)	1 and 1 bonus free on 7th foul. 2 shots on 10th foul. (carry over to OT)
<b>3 Point Shots</b>	Shots taken and made outside of the 3 point line are 3 points	Shots taken and made outside of the 3 point line are 3 points	Shots taken and made outside of the 3 point line are 3 points
<b>Defensive Restrictions</b>	All defenses are allowed. No press defense if ahead by 10 or more points	All defenses are allowed. No press defense if ahead by 10 or more points	All defenses are allowed. No press defense if ahead by 20 or more points