



BASKETBALL

FIBA rules apply with the following AISAA guidelines:

<u>Division</u>	<u>Ball Size</u>	<u>Rim Height</u>	<u>Game Time</u> (quarters)	<u>Clock</u>
G3U	size 5	8 feet	8 minutes	Running
G5U Girls	size 5	10 feet	8 minutes	Running
G5U Boys	size 6	10 feet	8 minutes	Running
G7U	size 6	10 feet	8 minutes	stops last 2 min of 4 th quarter
JV Girls	size 6	10 feet	10 minutes	stops last 2 min of 4 th quarter
JV Boys	size 7	10 feet	10 minutes	stops last 2 min of 4 th quarter
Varsity Girls	size 6	10 feet	10 minutes	FIBA rules with 24-second clock
Varsity Boys	size 7	10 feet	10 minutes	FIBA rules with 24-second clock

The maximum roster size is 12 players for League and Tournaments.

Half time - 2 minutes (and time between 4th quarter and overtime if needed).

Overtime play - 2 minutes with clock stop throughout for Varsity, JV, G7U until winner.

G5U and G3U divisions will play one 2 minutes overtime, and if score still tied, 3 free throws, then sudden death.

“Running Clock” stops for:

- 30 second Time-outs (1 per team per quarter, non accumulative)
- Free throws

G5U and G3U Divisions play with half court defense. Once the attacking team has lost possession of the ball, they must retreat back to their own half. If a defensive player remains in the opposing team’s half and attempts to get the ball, an in bounds pass will be awarded. The clock does not stop for this violation. The 3 seconds in the key violation does not apply to G5U and G3U divisions.

For *G7U League and Tournament* full court press is allowed. A team leading by more than 10 points will drop back to half.

JV League and Tournament is full court basketball. A team leading by more than 15 points will drop back to half.

Varsity (*League and Tournament*) is full court basketball with 24 second clock violation. A team leading by more than 20 points should use good sportsmanship strategies with and without the ball.

The AISAA Tournament Director will decide game lengths dependent on teams and venues.