



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

Overtime play - 2 minutes with clock stop throughout for Varsity, JV, and 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

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 G3U and G5U divisions.

For G5U and G7U League and Tournament “Drop back to half” is only after made basket or dead ball. Otherwise, live basketball and open rebounding. 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.