

## Knox Area Inter-League Youth Basketball

### 2023-2024 League Rules

	6u Co-Ed	8u	10u	12u	14u
<b>Goal Height</b>	8 feet	9 feet	10 feet	10 feet	10 feet
<b>Ball Size</b>	27.5 in.	28.5 in.	28.5 in.	29.5 in.	29.5 in.
<b>Foul Line</b>	8 feet	12 feet	15 feet	15 feet	15 feet
<b>3-Point Shots</b>	No	No	Yes	Yes	Yes
<b>Coaches on Bench</b>	1 on bench, 1 on court	2 coaches on bench	2 coaches on bench	2 coaches on bench	2 coaches on bench
<b>Defense</b>	Man-to-Man Only Inside 3-Point Arc	Any	Any	Any	Any
<b>Backcourt Pressure</b>	None	<b>REC:</b> 4th qtr unless leading by 15+ <b>OPEN:</b> Any time unless leading by 20+	<b>REC:</b> 2nd half unless leading by 15+ <b>OPEN:</b> Any time unless leading by 20+	<b>REC:</b> Any time unless leading by 15+ <b>OPEN:</b> Any time unless leading by 20+	<b>REC:</b> Any time unless leading by 15+ <b>OPEN:</b> Any time unless leading by 20+
<b>Quarter Length</b> <sup>1</sup>	6 Minutes	8 Minutes	8 Minutes	8 Minutes	8 Minutes
<b>Clock Stoppage</b> <sup>2</sup>	The game clock will only stop for time outs, technical fouls, or during the last two minutes of each half. <i>(See Mercy Rule)</i>				
<b>Halftime</b>	Halftime will be two minutes <i>(may be shortened if games are behind schedule)</i>				
<b>Time Between Qtrs</b>	One minute between quarters <i>(may be shortened if games are behind schedule)</i>				
<b>Time Outs</b>	Four 60-second time outs to be used at any time during the game				
<b>Overtime</b>	1 min; Sudden Death	1 min; Sudden Death	1 min; Sudden Death	1 min; Sudden Death	1 min; Sudden Death
<b>Fouls Allowed</b>	6	5	5	5	5
<b>Bonus 1-and-1</b>	7th Team Foul of Half	7th Team Foul of Half	7th Team Foul of Half	7th Team Foul of Half	7th Team Foul of Half
<b>Double Bonus</b>	10th Team Foul of Half	10th Team Foul of Half	10th Team Foul of Half	10th Team Foul of Half	10th Team Foul of Half
<b>Technical Fouls</b> <sup>3</sup>	2 Technicals = DQ	2 Technicals = DQ	2 Technicals = DQ	2 Technicals = DQ	2 Technicals = DQ

<sup>1</sup> During inter-league play with other community leagues, length of quarters may vary due to scheduling constraints.

<sup>2</sup> **MERCY RULE** - The clock will not stop during the last two minutes of the half when one team leads by 20+ points. The clock will only stop for time outs. Some gym directors may choose to discontinue posting the score on the scoreboard and keep the score only in the official score book/sheet.

<sup>3</sup> A technical foul may be assessed when a player or coach displays unsportsmanlike conduct either physically or verbally. The opposing team will be awarded two free throws and possession of the ball. Any player or coach who is assessed two technical fouls in a game will be ejected from the game. If a player, coach, or spectator has been ejected from the game, they are required to leave the gymnasium. The game will be stopped until the offender has left the gym. If the ejected party has not left the gym within five minutes, the game will be declared a forfeit by the offending team. Unruly spectators may be ejected from the gym at the discretion of the referees and/or the gym director.