

FOX 56
Junior Wildcat Youth Basketball Program
Game Rules
Rookie League

1. Goal is 10'
2. Ball size is 28.5" (intermediate size)
3. Foul line is normal
4. Four quarter game with 10 minute running clock. The clock will stop on dead balls in the last minute of each half. Clock will also stop for timeouts, injury timeouts and technical fouls. One minute interval between quarters and 4 minute half time.
5. Teams may be called for delay of game for not hurrying on substitutions, dead balls, and free throws. The first violation will result in a warning. Any subsequent violations will result in one technical foul shot and possession of the ball.
6. No backcourt defense until fourth quarter. Team clearly losing possession of ball must drop back on defense and may not challenge offense until offense crosses center line completely (body and basketball). The first two violations of back-court defense rule will result in a warning and the offense taking the ball out of bounds. Any subsequent violation will result in the offense shooting one technical free throw and retaining possession.
7. Out of bounds plays being passed from front court to back court can be contested by the defense if the ball had previously advanced over the center court.
8. Overtime period is 2 minutes. If still tied after 2OT, the 3rd overtime will run untimed and will end on the first scoring play (sudden death).
9. Each team will have 2 full time outs per half. Overtime - each team will have 1 extra time out.
10. 3-pointers will be counted.
11. The offense may only stay in the lane for 5 seconds.
12. Zone defense may be played at any time.
13. Head coaches are responsible for the conduct of all personnel on their bench. A team may only have one coach standing at any given time.
14. All players must play one full quarter in the first half regardless of the number of players and play 5 minutes in the 2nd half. Teams may substitute in the first half at the halfway mark of a period, or between periods. Open substitution is allowed in second half. Score keeper will notify the teams of the halfway break.

PLAYING REQUIREMENTS

- *Teams must have five players in a game at all times unless players are not available due to injury or disqualification.
- *All other high school basketball rules will apply.
- *Any player or coach that receives 2 technical fouls in one game will be ejected from the game. The KBA staff will determine any further action. KBA staff reserves the right to use judgment in the cases of fighting or behavior problems.
- ***A team may only have one coach standing at any given time.**
- *Teams must have five players to begin a game. A 5 minute grace period will be given. If four players are present, teams may play a 4 on 4 game, with the team with more players receiving a forfeit win.