

NWAYBA - Game Rules Quick Reference - 2017-18 Basketball Season (rev 11.15.2017)

	Rookies (Co-ed and Girls)	Juniors (Co-ed)	Junior Girls	Senior Girls
Ball Size	27.5	28.5	28.5	28.5
Time of Game	Four (4) ten (10) minute Quarters.	Four (4) ten (10) minute quarters, with 2 five (5) minute periods per 10 minute quarter	Four (4) ten (10) minute quarters, with 2 five (5) minute periods per 10 minute quarter	Two (2) twenty (20) minute halves
Clock	Running clock, except timeouts. Last two (2) minutes of second half only stop clock on whistles, free throws and timeouts.	Running clock, except timeouts. Second half clock stops on free throws with last two (2) minutes of second half also stop clock on whistles, free throws and timeouts.	Running clock, except timeouts. Last two (2) minutes of second half only stop clock on whistles, free throws and timeouts.	Running clock except for timeouts. Clock stops last one (1) minute of first half and last two (2) minutes of second half.
Substitutions	Each player plays half the game. Line up at beginning of each quarter. Players are NOT required to guard the corresponding ranked player. Example - A5 can cover A2. A1 and A2 are never eligible to play in place of any B player. A3-A5 players cannot play more than 2 consecutive quarters per game.	Each player plays half the game. Line up at beginning of each five (5) Minute interval per quarter. Players are NOT required to guard the corresponding ranked player. Example - A5 can cover A2. A1 and A2 are never eligible to play in place of any B player. A3-A5 players cannot play more than 2 consecutive five (5) minute intervals per half.	Each player plays half the game. Line up at beginning of each five (5) Minute interval per quarter. Players are NOT required to guard the corresponding ranked player. Example - A5 can cover A2. A1 and A2 are never eligible to play in place of any B player. A3-A5 players cannot play more than 2 consecutive five (5) minute intervals per half.	Each player should play at Least ten (10) minutes during each half.
Halftime	3 minutes	3 minutes	3 minutes	3 minutes
Timeouts	Two (2) per half (one (1) minute Each). Carryover between periods. Do NOT carryover between halves.	Two (2) per half (one (1) minute Each). Carryover between periods. Do NOT carryover between halves.	Two (2) per half (one (1) minute Each). Carryover between periods. Do NOT carryover between halves.	Two (2) per half (one (1) minute Each). Carryover between periods. Do NOT carryover between halves.
Overtime	One (1) two (2) minute overtime. Running clock. No timeouts. Any A or B squad Players who have not fouled out are eligible to play in the overtime period	One (1) two (2) minute overtime. Stop clock on whistles, free throws. No timeouts. Any A or B squad Players who have not fouled out are eligible to play in the overtime period	One (1) two (2) minute overtime. Stop clock on whistles, free throws. No timeouts. Any A or B squad Players who have not fouled out are eligible to play in the overtime period	One (1) two (2) minute overtime. Stop clock on whistles, free throws. No timeouts.
Players to Avoid Forfeit	8	8	8	4
Lane Violation	Five (5) seconds. Two (2) Warnings and stop play to explain rule. Enforce violation after two	Five (5) seconds.	Five (5) seconds.	Five (5) seconds.
Free Throw Lineup & Release	Follow NFHS rules. First spaces Between end line and block left vacant. Rookies can enter lane <u>once ball hits rim.</u>	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.
Free Throw Line	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)
Bonus Free Throws	None. Note: All shooting fouls will be 2-shot fouls.	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)
3 Point Shots	All shots count as 2 points – even though a shot may be taken beyond the 3 point line	All shots count as 2 points – even though a shot may be taken beyond the 3 point line	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.
Defensive Restrictions	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. NO full-court defense if leading by 10+.	All defenses allowed, including Full-court press. NO full-court defense if leading by 10+.

NWAYBA - Game Rules Quick Reference - 2017 - 2018 Basketball Season (rev 11.15.2017)

	Seniors (coed)	Advanced Seniors	High School
Ball Size	28.5	NFHS Official	NFHS Official
Time of Game	Two (2) twenty (20) minute halves	Two (2) fifteen (15) minute halves	Two (2) twenty (20) minute halves
Clock	Running clock, except timeouts. Last two (2) minutes of each half stop clock on whistles, free throws and timeouts.	Clock stops on whistles, free throws, timeouts	Clock stops last 2 minutes of game on whistles, free throws, timeouts unless one team is ahead by 20 or more points.
Substitutions	Each player should play at least ten (10) minutes during each half.	7 minutes per half per player is suggested	10 minutes per half per player is suggested
Halftime	3 minutes	5 minutes	5 minutes
Timeouts	Four (4) per game. Two (2) per half (one (1) minute each). Timeouts do not carry over between halves.	Two (2) per half (one (1) minute each)	Two (2) per half (one (1) minute each)
Overtime	One (1) two (2) minute overtime. Stop clock on whistles, free throws. No timeouts.	One (1) two (2) minute overtime. Stop clock on whistles, free throws. No timeouts.	One (1) two (2) minute overtime. Stop clock on whistles, free throws. No timeouts.
Players to Avoid Forfeit	4	4	4
Lane Violation	Three (3) seconds	Three (3) seconds	Three (3) seconds
Free Throw Lineup	Follow NFHS rules	Follow NFHS rules	Follow NFHS rules
Free Throw Line	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).
Bonus Free Throws	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)
3 Point Shots	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
Defensive Restrictions	All defenses are allowed. No press defense if ahead by 10 or more points	All defenses are allowed. No press defense if ahead by 12 or more points	All defenses are allowed. No press defense if ahead by 20 or more points