



2nd-6th Grade Game Rules

- 7 Minute Quarters (*6 Minute Quarters for 2nd Grade*)
 - *Running clock in 4th quarter if a team is ahead by 25 points or more. Clock shall continue to run unless lead is reduced to 15 or less.*
- Referees will administer a 2 shot bonus upon the 5th foul of each quarter. (New NFHS rule)
- 5 Minute Warm up, 3 minute halftime
 - *Games are not to start early.*
 - *Forfeit by Site Director discretion if the opposing team is not there within 5 minutes after start time.*
- 2 Full and 2 30 Second timeouts per game. *However, 1 Full Timeout is a use or lose in first half. Must use 1 full timeout in first half or does not carryover in second half (MLK rule)*
- 2 Minute Overtimes, all grades. After the 2nd overtime, the 3rd OT is sudden death.
 - *Timeouts do not carry over to overtime. Each receives 1 30 second timeout for each overtime.*
- No Full court press if team is leading by 20 points or more,
- Home team provides Scorekeeper; scoresheets provided by host site via Indiana Ball.
 - Home team wears light colored jerseys and provides 28.5 game ball.
- Visiting team provides a Clock Operator and wears dark colored uniforms.
- Home team is listed first in the app or top of the bracket.
- Refs please initial score is correct after each game, and host site will post to the Indiana Ball app.
- All National Federation Rules unless otherwise noted.

2nd Grade Rule Exceptions:

- All of the above rules apply except as noted:
- 6 Minute Quarters.
- No zones allowed.
- No press until last 2 minutes of the game, unless team up 20 points or more.
- Free throws may allow players to cross the line on attempt.

3rd Grade Rule Exceptions:

- All of the above rules apply except as noted:
- No zones allowed until 4th quarter.
- No press until last quarter of the game (3A), unless the team up 20 points or more.
- No press in 3B and 3C until last 2 minutes of the game.
- Free throws may allow players to cross the line on attempt.

MLK Pool Tie Breakers

1. 2 Teams – Head to Head
2. If no head to head or 3 or more teams, then point differential (+/- 15 points max)
3. Least Points Allowed
4. Coin Toss