



Fastbreak League Rules

- 1. Game Time:**
 - 1st-2nd Grade: Four 8-minute quarters. All quarters are “running clock” except during free throws and the final minute of the 2nd and 4th quarters.
 - 3rd-6th Grade: Two 20-minute halves. Halves are “running clock” except during the last minute of each half, when the clock will stop for all dead balls.
- 2. Timeouts:** 3 timeouts per game, per team. Timeouts DO NOT carry to overtime.
- 3. Playing Time:** The number of minutes a child plays per game is determined by the coach.
- 4. Overtime:** If the game is tied, there will be a 3-minute overtime with “stopped clock” during the last minute. Second and proceeding overtimes will be only one minute with “stopped clock.” One timeout will be given to each team per each overtime.
- 5. Technical Fouls:** Two technical fouls given to a single player or coach in a single game will result in the ejection of the players or coach.
- 6. Referees:** Decisions made by referees and scorekeepers are final and are NOT allowed to be challenged or argued by players, parents, or coaches. A brief explanation will be provided to ONLY the coach if requested.
- 7. Sportsmanship:** All players, coaches, and spectators are expected to abide by the Snuffy/Fastbreak League code of conduct. Additionally, we ask that teams winning by a wide margin be respectful and avoid running up the score.

If you have any questions about these rules, please ask the League Director. The League Director has the final decision on any matters that are not clearly stated in the rules.

Division: 1st/2nd Grade

- Basketball rim height: 8 feet
- Basketball size: Junior (27.5 inches)
- Free throw: 1 foot inside regulation line
- Defense must be played inside the 3-point line. In the final minute of the game, teams may play defense up to half court.

Division: 3rd/4th Grade

- Basketball rim height: regulation
- Basketball size: Intermediate (28.5 inches). Boys can use a 29.5-inch ball if both coaches agree to it before the start of the game.
- Free throw: regulation
- Defense: Any half court defense is allowed. In the last minute of each half, teams can press full court.
- 10 second back court violation
- 3 seconds in the key
- “One and One” foul shots awarded on and after the 7th team foul per half. At 10 team fouls per half two shots are awarded.
- Players foul out of the game on his or her 5th personal foul.

Division: 5th/6th Grade

- Basketball rim height: regulation
- Basketball size: Boys (29.5 inches), Girls (28.5 inches)
- Free throw: regulation
- Defense: Any half court defense is allowed. In the 2nd half ONLY, teams may press full court. A team leading by 20 or more points may not press. The 1st violation results in a warning. The 2nd violation results in a technical foul (2 shots and possession awarded to opponent)
- 10 second back court violation
- 3 seconds in the key
- “One and One” foul shots awarded on and after the 7th team foul per half. At 10 team fouls per half two shots are awarded.
- Players foul out of the game on his or her 5th personal foul.