

**City of Dupont Basketball
2023-2024**

	1st-2nd Grade (Co-ed) Lil' Hoopsters	3rd - 4th Grade	5 - 6th Grade	7 – 9th Grade
# Players on Court	3	5	5	5
Max # Players on Roster	6	12	12	12
Max # Players for Game	6	12	12	12
Game Time (mins, running)	4 qtr x 8 mins	4 x 10 min ¹	4 x 10 min ¹	4 x 12 min ¹
Time between period (mins)	1 minute	1 min between quarter 3 minute halftime	1 min between quarter 3 minute halftime	1 min between quarter 3 minute halftime
Overtime	None	See Note 5	See Note 5	See Note 5
Ball Size (inches)	27.5	28.5	28.5	29.5
Court Size	Small (Chloe or Pioneer)	Full	Full	Full
Basket Height (feet)	8	10	10	10
Zone defense	No	No	No	Yes
Double Team	No	No ³	Yes ⁴	Yes
Press/Back Court Defense	No	No ⁶	Yes(4th QTR/Overtime only) ^{6,8}	Yes(2nd Half/Overtime only) ^{6,8}
Screens	Yes	Yes	Yes	Yes
Stealing ball (dribble)	No	Yes	Yes	Yes
Stealing ball (pass)	Yes	Yes	Yes	Yes
Blocking shots	No	Yes	Yes	Yes
Fouling Out	No ¹²	Yes (5 fouls)	Yes (5 fouls)	Yes (5 fouls)
Jump Ball	No ²	Yes (start only); then alternating	Yes (start only); then alternating	Yes (start only); then alternating
Free Throws	No	Yes ^{7,9}	Yes ⁷	Yes ⁷
Bonus	No	Yes ¹⁰	Yes ¹⁰	Yes ¹⁰
Technical & Intentional Fouls	None	2 points + ball	2 points + ball	2 point + ball
Lane Violations	No	5 seconds	3 seconds	3 seconds
Time outs	No	3 total (1 min each) ¹¹	3 total (1 min each) ¹¹	3 total (1 min each) ¹¹
Score Kept	No	Yes	Yes	Yes
3-point shot	No	No	Yes	Yes
Player Playing Time	Equal	Note 13 & 14 below	Note 13 & 14 below	Note 15 below
Coaches	See Note 16 below	See Note 16 below	See Note 16 below	See Note 16 below

¹Running clock. Stops for timeouts and on a dead ball during the last 2 minutes of the 2nd half and last minute of overtime period; unless a team is up by 20 points, the the clock will not stop

²Referee will do coin toss and decide who gets ball first; then, alternating possession

³No double-teaming allowed except in the paint for help defense. Switching is allowed. No backcourt defense. First warning to player, Second warning to team, 3rd offense is a technical foul (two points and possession). Plays geared to take advantage of this rule (isolation plays) are illegal and will result in a turnover

⁴Double-teaming is only allowed in the front court unless 4th quarter or overtime/sudden death. Switching is allowed. No backcourt defense unless 4th QTR/Overtime. First warning to player, Second warning to team, 3rd offense is a technical foul (two points and possession). Plays geared to take advantage of this rule (isolation plays) are illegal and will result in a turnover

⁵Overtime will be a 3 minute running clock period; clock stops for deadball and free throws in last minute; each team gets a total of 1 timeout; none carried over from regulation time. If a 2nd overtime needed, it will be sudden death, first team that scores, wins. No timeout or clock stop in sudden death

⁶Two (2) warnings given to the team. On 3rd and subsequent violations, 2 points and possession of the ball will be awarded to the team being pressed

⁷Players may leave the lane on the release of the shot. Shooter when the ball hits the rim. Only 2 offensive players may be on the blocks during free throws

⁸No press allowed if team is up by 15 points or more

⁹Free throw line will be 2 feet closer than regulation. Line will either be marked with tape or the referee will make a judgement call

¹⁰Each quarter, two free throws are awarded to the fouled team on the 6th and subsequent foul. Team foul count returns to zero (0) at the start of each quarter. Shooting fouls will be awarded per NHFS rules.

¹¹Time out can only be called when a dead ball or when possessing the ball. Each team awarded 1 timeout total during overtime. Every timeout is for 1 minute only

¹²Fouls not recorded. Referee or coach should sideline a player for unsafe play

¹³For all home games and away-JBLM games, every player must play the equivalent of two (2) full quarters and sit the equivalent of one full quarter unless prior arrangement approved by the league administrator. Opposing coach and referee must be notified

¹⁴When playing Fife-Milton on their home court: 1) everyone must play two (2) full quarters from start to end, 2) every player must sit one (1) full quarter start to end, 3) every player must play in each half, and 4) there are no substitutions allowed during the 1st or 2nd quarter, only between quarters; open substitution in 2nd half (#4 does not apply to 7-9th grade divisions)