

Border City Basketball Rule Modifications - MINI League - All NCAA rules apply with the following exceptions:

1. **Teams may only play man-to-man defense.** Interpretation: A defensive player must give clear indication that he/she knows where their offensive check is and is playing defense on their check (not simply following the ball). Defensive players may only double-team the ball carrier. First infraction is a warning. The second infraction is a technical foul to the coach. (2 shots and possession)
2. **Only half court defensive pressure is allowed at this age.**
3. After the initial jump ball to start the game, all jump ball situations shall be decided by **alternate possession arrow.** (This includes starting the second half.)
4. A player may receive a **maximum of 3 fouls per half.** On a player's third foul of the half, the player shall be eliminated from any further play in the half (Clarification: A player receiving 3 fouls in the first half may re-enter the game in the second half.)
5. Each team may call **one time-out per half.**
6. Games shall be **two 20-minute straight time halves.** The last 3 minutes of the game shall be stop time only if the teams are within 10 points of each other. Halftime is 5 minutes. Games should not be shortened to "make up time".
7. Coaches may substitute on any dead ball situation.
8. Teams use a **size 6 basketball** and an **8 foot high basket.**
9. Then playing court is shortened. The end lines shall be the second white line from the regular end line. The portable baskets shall sit behind the second white line with their bases off the playing court. The first position on the normal foul lane shall remain empty with the defensive player occupying the second position. Foul shots are taken from the heavy black line (Lakeland) between the normal foul line and the basket.
10. There is **no 3-second key violations.**

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2. **Full court defensive pressure is allowed.** Teams that are up by 15 points or more must play half court defense until the score is within 15 again.
3. After the initial jump ball to start the game, all jump ball situations shall be decided by **alternate possession arrow.** (This includes starting the second half.)
4. A player may receive a **maximum of 3 fouls per half.** On a player's third foul of the half, the player shall be eliminated from any further play in the half. (Clarification: A player receiving 3 fouls in the first half may re-enter the game in the second half.)
5. Each team may call **one time-out per half.**
6. Games shall be **two 20-minute straight time halves.** The last 3 minutes of the game shall be stop time only if the teams are within 10 points of each other. Half time is 5 minutes. Games should not be shortened to "make up time".
7. Coaches may **substitute on any dead ball** situation.
8. Teams use a **size 6 basketball** and a **10 foot high basket.**
9. The **foul line shall be 12 feet from the basket.** (The first black line inside the normal foul line at Lakeland College.)
10. There shall be a **3-second key violation.**