Recreational Basketball Rules for 2026-2027 Season

	6U Co-ed	8U	10U	12U	14U
Defense	Man/Color	Any	Any	Any	Any
Allowed Coaches	3 Coaches	2 Coaches	2 Coaches	2 Coaches	2 Coaches
Quarter Length	6 Min.Quarters	12 Min. Halves	16 Min. Halves	16 Min. Halves	16 Min. Halves
Clock Stoppage	Last 1 Min. of Each Half	Last 1 Min. of Each Half	Last 1 Min. of Each Half	Last 1 Min. of Each Half	Last 1 Min. of Each Half
Time B/T Halves	2 mins. @ Halftime	2 mins. @ Halftime	2 mins. @ Halftime	2 mins. @ Halftime	2 mins. @ Halftime
Backcourt Pressure	Guard Inside the Arc ONLY	2nd Half, >15	2nd Half, >15	Any time, >15	Anytime, >15
Goal Height	8 Ft	9 Ft	10 Ft	10 Ft	10 Ft
Ball Size	27.5	28.5	28.5	29.5 Boys 28.5 Girls	29.5 Boys 28.5 Girls
Foul Line	8 Ft	12 Ft	15 Ft	15 Ft	15 Ft
3-pt FGs	None	None	Yes	Yes	Yes
Time Outs	4 Full	4 Full	4 Full	4 Full	4 Full
Number of Fouls	6	5	5	5	5
Technical Fouls	2 TechFouls-Ejection	2 TechFouls-Ejection	2 TechFouls-Ejection	2 TechFouls-Ejection	2 TechFouls-Ejection
1 and 1 Penalty	7th Team Foul	7th Team Foul	7th Team Foul	7th Team Foul	7th Team Foul
Double Bonus	10th Team Foul	10th Team Foul	10th Team Foul	10th Team Foul	10th Team Foul

Time Between Halves/Halftime – You will have *2 mins. halftime. Please note that these times may be shortened at the discretion of the gym director if games are behind schedule.*

Mercy Rule - *The clock will not stop during the last two minutes of the half when a team is ahead by 15+ points. It would only stop for time outs. Once in the 2nd half, if the team is up by 15+ the scorekeeper will discontinue keeping scores on the scoreboard and only keep them in the book!*

Overtime - *First OT is 1 minute, second OT is sudden-death*

Technical Fouls: *A technical foul occurs when a player, coach, or member of the team's bench shows unsportsmanlike conduct, like physical or verbal abuse against a referee or other player. A technical violation, like a delay of game, will also generate a technical foul. The opposing team gets **two free throws** and possession of the ball.*

****If a player, coach, or spectator has been ejected they will be asked to leave the gym. The game will be stopped until the ejected party has left the gym. If they ejected party does not leave the gym within five minutes of the ejection, the game will be declared a forfeit by the offending team. Ejections are at the referee or gym directors' discretion. If a coach is ejected or receives two technicals, they will not be allowed to coach the next game.*