

# ACE Basketball Game Rules

**\*\*Note:** All games will be played in accordance with the 2013-2014 Rules published by the National Federation of State High School Association, with the following limited modifications listed here.

Rule #	Rule	Rule Description	Penalty	Midget	Rookie	Junior	Senior
1	Roster Size	Maximum of 10 players per team.	N/A	x	x	x	x
2	Ball Size	Compact Ball (Size 27.5in)		x			
3	Ball Size	Compact Ball (Size 28.5in)	N/A		x	x	
4	Ball Size	Full Size (29.5in)					x
5	9' Goal Height	Goal Height 9'	N/A				
6	10' Goal Height	Goal Height 10'	N/A	x	x	x	x
7	No Lane Violation	No lane Violation for an offensive player inside the paint for more than 3 seconds	N/A	x			
8	1st qrt Playing Rotation	Starting 5 must play entire 1st quarter, unless they receive 3rd personal foul	First attempt warning is given, following attempts are direct technical fouls to Head Coach	x	x	x	x
9	2nd qrt Playing Rotation	All players on bench at start of game must play entire 2nd quarter	First attempt warning is given, following attempts are direct technical fouls to Head Coach	x	x	x	x
10	2nd Half Playing Rotation	No restrictions on player rotations for 3rd & 4th quarters	N/A	x	x	x	x
11	Game Lenth	Game lenth consists of four 8 minute quarters and a 3 minute halftime	N/A	x	x	x	x
12	Clock Rules	Running clock except for dead ball situations in the last 2 minutes of 4th quarter. technical fouls and time outs	N/A	x	x	x	x
13	Midget Level Overtime rule	Overtime is 2 minutes, starts on jump ball, & first team to score wins game. Ties are allowed unless it is tournament play in which game is played until someone scores first	N/A	x			
14	Regular Season Overtime Rule	Overtime is 2 minutes, starts on jump ball. Ties are allowed unless it is tournament play .	N/A		x	x	x
15	Tournament First Overtime Session Rule	Tournament overtime consists of a 2 minute session & starts on a jumb ball.	N/A		x	x	x
16	Tournament Second Overtime Session Rule	Starts on jump ball, no clock and first team to score wins game.	N/A		x	x	x
17	(Illegal Defense) No Press Allowed	No full court press, defensive players must retreat to inside the 3pt line & come out when ball crosses halfcourt	First two violations are warnings, following attempts are indirect technical fouls	x			
18	(Illegal Defense) Half Court Press Only	No full court press, defensive players must retreat to defensive half side of the court & may pressure ball once it crosses halfcourt	First two violations are warnings, following attempts are indirect technical fouls		x		
19	Mercy Rule	Team leading by 20 or more points cannot run press or trap defense (i.e. no double teams except inside the lane)	Once mercy rule is in effect, first violation is warning, following attempts are direct technical fouls to Head Coach		x	x	x
20	Bonus Situation	Teams will shoot 1 & 1 at the opponents 7th team foul per half, at 10th team foul per half opposing team will shoot 2 free throws	N/A	x	x	x	x
21	5 Second Advance Violation	Upon Inbounds Offense must advance ball past halfcourt line within 5 seconds	Violation results in a turnover	x	x		
22	Stripping Violation	No reaching or stripping of the ball from the grasp or dribble of an opponent (players are allowed to intercept passes or recover loose balls)	First attempt is warning, following attempts are direct fouls to the player	x			

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23	Free Throw Allowance	Is allowed to cross free throw line if momentum from jump or effort forces, but player must start motion from a standing position with feet behind free throw line	N/A	x	x		
24	Tournament Ranking	Tournament Ranking will be based on overall record, head to head record, then flip of coin (in the case of 3 or more teams tie, coin flip will be done until one of the team's coin is different from rest earning <del>his team that spot</del> )	N/A	x	x	x	x
25	Minimum Roster	Team may start game & play game with 4 players minimum. 3 or less results in forfeit. Opponent is not required to reduce lineup	N/A	x	x	x	x
26	Jump Ball	Jump ball will start game clock	N/A	x	x	x	x
27	Possession Changes	Possession will alternate each change of quarter & jump ball situation	N/A	x	x	x	x
28	Time Outs	Two 30 second timeouts per team per half, no carry over	Calling for a timeout when you have none will result in an indirect technical foul	x	x	x	x
29	Home/Visitor	Team listed first is designated visitor team. Visitor will wear gold jersey side unless it conflicts with the opponents single sided color jersey	N/A	x	x	x	x
30	Uniform	Team jersey must be worn & must be uniform. Undershirts can only be of team colors or white. Shorts must all be the same color & style	Players will not be allowed to play until properly attired.	x	x	x	x
31	Technical Fouls	Any unsportsmanlike conduct will result in direct technical fouls to the violator, upon the 2nd technical foul, violator will be ejected	Technical fouls result in two free throws and possession of the ball for the opponent	x	x	x	x
32	Ejection	Coach must leave building upon being ejected and a \$50 fine will be assessed, players must leave playing court, sit on bench and remain quiet	Opponent will be award a free throw for every instance a referee must address an ejected coach to leave or an ejected player to sit or be quiet	x	x	x	x
33	1 Coach Standing	Only 1 coach is allowed to stand during live ball situation.	First offense is a delay of game warning and opponent is awarded the ball. Continued offenses will result in technical fouls.	x	x	x	x
34	Approaching Table	Coach may only approach scores table on timeout and with referee present with exception of asking for foul count on a player	Offense is a delay of game in respect to the rule. If you have already received 1 delay of game warning results are team technical fouls	x	x	x	x
35	Hair Restraints	Any player wearing hair restraints needs to have a soft elastic holder. No bobby pins, plastic, metal, or ribbon holders.	Players will not be allowed to play until properly attired.	x	x	x	x
36	Coaches Box	Coaches will remain in their official established coaching box.	Offense is a delay of game in respect to the rule. If you have already received 1 delay of game warning results are team technical fouls	x	x	x	x
37	Remain Seated	If a coach is given a Technical Foul, he must remain seated the remainder of the game during live ball play.	Results in 2nd technical foul and ejection from the game.	x	x	x	x