

NTBA GAME RULES

All National Federation of State High School Associations (NFHS) apply except:

Time

9U/3rd grade – 12U/6th grade: Two 14 minutes halves

13U/7th grade – 11th/12th grade: Two 16 minute halves

(Clock stops on all whistles unless the “mercy” rule is in effect)

Mercy Rule

If a team is up by 25 points then the clock will continue to run except during time-outs (clock will stop again on all whistles once the score is back under 20). Teams can not full court press when up by 25 points or more.

Time-Outs

Each team is given (5) thirty second time-outs per game for regulation. Players are permitted to sit on the bench during time-outs. These time-outs do NOT carry over to overtime. Each time is awarded (1) thirty second time-out for each over time period.

Overtime

Overtime is two minutes long for the 1st and 2nd overtime periods. Starting with the 3rd overtime the overtime period will be 1 minute long and continue until a winner is determined. This overtime rule will be for both pool play and bracket play.

Game Ball Size

3rd – 6th grade / 9U-12U boys: 28.5 intermediate size basketball

7th – 11th/12th grade / 13U-14U boys: official men’s size basketball (29.5)

3rd – 11th/12th girls: official women’s size basketball (28.5)

**12U/6th grade boys: 29.5 size basketball may be used ONLY if BOTH coaches agree*

Half time and Pre Game allotted time

Half time: 2 minutes

Pre-Game: 3 minutes

Each team should be stretched and ready to go as soon

Scorebook

The “home” team will provide someone to keep the official scorebook. NTBA recommends that the “away” team scorebook keeper sit beside the home team scorebook keeper to communicate and be proactive on any disputes. NTBA will provide someone to keep the scoreboard/clock. If for some reason no one is available to keep the scoreboard then the away team will provide a responsible person for this (16 years or older).

Jersey numbers

NTBA allows all numbers (00 and 0-99) to be worn on jerseys. There are no illegal numbers.

Grace Period

Teams must be ready to play at game time. If a team is not present at game time, a 5 minute grace period will be given. If the missing team has not shown up within that 5 minute grace period, the team present will be awarded a 25-0 forfeit win.