

# Champs League Rules

## *General Division Rules & Details*

### **\*Division Specific Exceptions (subject to adjustment):**

Girls Varsity: 8 foot rims, 27.5 size ball. 8 foot free throw line. Boys Varsity Orange: 8 foot rims, 27.5 ball. 8 foot free throw line Boys Varsity Blue: 9 foot rims, 28.5 size ball. 12 foot free throw line. Boys NCAA: 10 foot rims, 28.5 size ball. Boys – 15 foot free throw line. Girls EuroLeague: 10 foot rims, 28.5 size ball, 12 foot free throw line. Boys EuroLeague: 10 foot rims, 28.5 size ball, 15 foot free throw line. NBA and WNBA: 10 foot rims, 28.5 size ball, 15 foot free throw line.

**All Divisions *except NBA and WNBA*:** Provided they start behind the free throw line, free throw shooters will be allowed to have their momentum take them across the free throw line without violation. The exception is if they “chase” their shot after crossing the line prior to ball touching the rim. This will be whistled.

**Pressing:** **Boys NCAA, Boys Euro and Girls Euro:** Man to Man full court allowed in last 5 minutes of game **NBA and WNBA:** Man to Man full court allowed in last 5 minutes of each half

**Steals:** Not allowed in Girls Varsity and Boys Varsity Orange. For 3x3, Allowed in Boys Varsity Blue with Exception of when the ball is being ‘taken back’ or attempting to clear the arc. All steals allowed in Boys NCAA, Boys and Girls EuroLeague and NBA/WNBA.

Games are 3x3 for Boys Varsity and Girls NCAA. Games are 4x4 for Boys NCAA, Girls EuroLeague, NBA and WNBA. 5x5 for Boys EuroLeague.

**\*Playing Time guarantee exception (for all divisions)\*** Playing time may be suspended for players who do not regularly attend practice. **BUT, prior to game, coaches must communicate this possibility to league GM and receive approval to limit playing time due to this provision. Coach must also notify opposing coach of this scenario. (Bottom line, if a kid doesn’t show to practice regularly, there should be consequences – let’s just work to avoid surprises to parents/kids)**

## **4x4 and 5x5 Game Format**

Playing Time Guarantee: ALL players must play a minimum of 50% of the minutes of the first half of game. In the second half, the only requirement is that each player play a minimum of 4 consecutive minutes (running or stopped clock). \*Exception\* Playing Time guarantee is suspended for players who do not regularly attend practice. Coaches must communicate this possibility to parents prior to enforcing, and alert league GM.

Individual fouls are tracked w/ DQ @ 5 Fouls

**A team is in the Bonus** during either half if the opposing team has committed 5 Fouls or more. A team in the bonus shoots a one-and-one until the 10th foul on the opposing team. **Double Bonus** is achieved at 10th foul and only achievable in 2nd Half

### **18 Minute Halves**

#### **First Half:**

Running Clock First 13 Minutes – Stop Clock on:

- Shooting Fouls
- Time Outs
- Free Throws

Last 5 Minutes of FIRST Half of Boys Euro, NBA and WNBA **OR** Last 2 Minutes of FIRST Half of Boys NCAA and Girls Euro: **Both Teams automatically in Single Bonus** (For scorekeepers, maintain foul count. Example: Team A may only have committed 3 team fouls when hitting last 5 minutes. In order to get to Double Bonus, they still must commit 7 more team fouls).

- Common Foul: 1-and-1
- Shooting Foul: 2 Shots
- Stop Clock on
  - Any Free Throws
  - Time Outs
  - (No stop clock on standard violations, out of bounds, etc)

Technical Fouls: 2 Shots and ball. All other officiating policy will generally be governed by NFHS rules.

#### **Second Half:**

Running Clock First 13 Minutes of Boys Euro, NBA and WNBA. Running Clock First 16 Minutes of Boys NCAA and Girls Euro – Stop Clock on:

- Shooting Fouls
- Time Outs
- Free Throws

Last 5 Minutes of SECOND Half of Boys Euro, NBA and WNBA **OR** Last 2 Minutes of SECOND Half of Boys NCAA and Girls Euro: **Both Teams automatically in Single Bonus**

- Common Foul: 1-and-1 (until opposition reaches 10 fouls)
- Shooting Foul: 2 shots (unless shooter is fouled beyond 3 point line)
- Stop Clock on **EVERY WHISTLE**

## **Defense Requirements:**

- Man-to-man defense is required – referees will enforce, up to and including a ruling of a turnover. Officials will work with players to ensure that defenders are guarding individual players.
- Help-side defense is allowed. Fundamental positioning away from the ball is allowed. Coaches are required to actively ensure his/her players are attempting to maintain man-to-man principles (though we know that's not always easy!)
- No Pressing/Trapping, except in last 5 minutes of game, teams may extend man to man defense to full court (see division exceptions above)
- Stealing is allowed/not allowed according to division.

**Timeouts:** 2 timeouts per half, 45 seconds, use or lose. Substitutions will receive a short stopped clock to get players in and new defensive assignments

## **Violations**

1. Court dimensions are slightly narrow – therefore officials are less likely to call minor boundary violations (a toe across a baseline/sideline) if these occur within the normal course of player movement. The exception is if a defender's legal guarding position forces an offensive player to alter direction which takes them out of bounds. League rules are intended to reward sound defensive or offensive play.
2. Blocked shots are allowed.
3. Officials will work with younger division players to remind them of basics – initial warnings will be given for minor infractions during first 3 games of the year. All *significant* common violations (running with the ball – multiple double-dribble, carrying, etc) will be called. Officials will be active in helping players adjust. Over the course of the year, games will be called tighter as players develop. \*\*Boys/Girls 3rd-6th grade – all violations will be called from start of season – players will adjust.

## **Fouls**

- Games will be routinely officiated “tight,” meaning we want to encourage free offensive movement while teaching defenders how to move their feet. Coaches must teach players to adjust to officials rather than expecting officials to adjust to players.
- Referees do reserve the right at their discretion to make corrective decisions in the event of unsportsmanlike play but will work closely with coaches and players to avoid.

## **Overtime**

- First overtime is 90 seconds and is stopped clock for all whistles. Successive overtimes are 60 seconds with stopped clock for all whistles
- Each team receives a single, heavily enforced 30 second timeout per overtime, to be used within the awarded period or lost (TOs do not carry over)

## **Disputes/Clarifications w/ Game Officials**

- Questions and clarifications about rules, calls, no-calls can and should be raised from time to time with officials. This helps coaches and players adjust to how a game is administered. Only the Acting Head Coach may discuss calls or rule issues with game officials. Assistant coaches must limit their communication to players and parents.

### 3x3 Game Format

- 1. Playing Time Guarantee: ALL players must play a minimum of 8 of the minutes of each game. Coaches will manage substitution patterns to ensure players meet playing minimums.**
- 2. \*Exception\*** Playing Time guarantee is suspended for players who do not regularly attend practice. Coaches must communicate this possibility to parents prior to enforcing, and alert league GM.
3. All teams play TWO 20 minute games each night against the SAME opponent. There will be a 3-5 break between games.
4. Substitutions: The clock will stop briefly at the 16, 12, and 8 minute mark to allow for scheduled substitutions. During the last 8 minutes, coaches can openly substitute during any dead ball situation (foul, out of bounds, violation, made basket).
5. Games are running clock. Each team receives one timeout per game. If the timeout is called during the first 19 minutes of the game, the clock will continue to run until the end of the 30 second time out period or until the running clock reaches one minute. Timeouts called in the last minute will stop the clock for that game.
6. Home team will shoot for ball at the start of each game.
7. Each game will be 24 points or 20 minutes long. A team only needs to win by 1 point.
8. Teams score by either regular two-point baskets, or by three-point shots taken from outside the three-point arc.
9. After a basket has been scored, the team scored upon will put the ball in play.
10. After a basket has been scored, a foul or violation called, or a ball goes out of bounds, a player must put the ball in play from a line behind the three-point line at the top of the key. (The ball is never administered out of bounds to be thrown inbounds to start play).
11. All held balls will be put into play at the top of the key with possession given alternately to each team. On defensive rebounds or steals, players must return the ball by dribble or pass behind the three point arc before a field goal try may be attempted. Once both feet are across the line, a player can start his offensive possession. In any event where a player is ready to start his/her teams offensive possession, he/she can either pass OR dribble to put the ball in play. [Note – failure to take the ball ‘back’ after a possession change is not penalized with loss of possession. Official will whistle and reset the offending team at the top of the key]
12. Fouls will be called by the referee. A foul called in the act of shooting will result in either two or three points being awarded to the team which was fouled, depending on where the player was fouled and a change of possession. In the event of a non-shooting foul, the offended team will be awarded one point and will retain possession.\*\*
13. \*\*However, once a team reaches 15 points, that team will be in the bonus. Every foul committed against the offense will result in free throws. Once at 15 points, a team fouled in the act of shooting will shoot two or three free throws, depending on where the player was fouled. Non-shooting fouls will result in the offended team shooting a one-and-one free throw opportunity. All free throws will have players lined up along lane lines and playing the corresponding live release.
14. The three-second rule will apply, however officials will work to keep kids out of the lane and use this call sparingly.

## **Factory Champs League 2023-24 – PLAYOFF GAME FORMAT**

### **4x4 Divisions**

ALL General Division Rules Apply in the playoffs **with the following exceptions:**

1. Minimum playing time requirements for all 4x4 playoff games: All players must play a minimum of 4 consecutive minutes in the first half. There are no minimum requirements after the first half of play.

### **3x3 Divisions**

ALL General Division Rules Apply in the playoffs (including playing time requirements) with the following exceptions:

1. **Playing Time Guarantee: Playing Time Guarantee: For playoffs, ALL players must play a minimum of 6 of the minutes of each game.**
2. Teams will play 2x 20 minute games similar to regular season. If a team wins both, they advance. If each team wins one game, a third, 8 minute game will be played as a tie-breaker. **There are no playing time minimum requirements for this 3rd game.**
3. In games 1 and 2 of 3x3 playoffs, all normal rules apply, PLUS last minute of game is a full stopped clock game, clock stops on out of bounds, turnovers, fouls, etc
4. ALL fouls in last minute of each game result in free throws (this prevents a game being won based on 'automatic points' because of a foul). If score is below 15 and in the last minute of play, fouled player will shoot (2 or 1x1 based on common foul or shooting foul)
5. In a tie-breaking 8 minute game (Game 3):
  - \* 8-minute game, running clock until last minute. Game is over after time is expired and one team is ahead OR one team scores 12 points, whichever comes first.
  - \* Last minute of game is a full stopped clock game, clock stops on out of bounds, turnovers, fouls, etc\_
  - \* Bonus for each team starts once a team reaches 8 points. Auto points up till 8. Clock stops during free throws in last minute.
  - \* One time-out per team, enforced 30 second timeout, clock will only stop during a timeout if it is the last minute of the game.
  - \* 2-minute first overtime, successive 1-minute overtimes after that till game decided. Stopped clock only in last minute.
  - \* **There are no playing time minimum requirements for this 3rd game.**