



## YDA GAME RULES

### **3rd/4th Grade**

Ball Size: 28.5

Game Time: 16-minute halves (running clock)

Clock Stoppage: Last 1 minute of game (within 15 points)

Halftime: 2 minutes

Fouls: No team/personal fouls

Bonus: Automatic 2 shot bonus in last 1 minute of game

Free Throws: FTs on shooting fouls only

Timeouts: 3 timeouts total

Overtime: 2 minutes (each has 1 timeout - no carry-over)

Double OT: Sudden death

Defense: Half-court man to man only - no trapping

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### **5th/6th Grade**

Ball Size: 28.5

Game Time: 18-minute halves (running clock)

Clock Stoppage: Last 1 minute of game (within 15 points)

Halftime: 2 minutes

Fouls: Team fouls (bonus at 10)

Personal fouls (6 fouls)

Bonus: Automatic 2 shot bonus in last 1 minute of game

Free Throws: 2 FTs at 10 team fouls

Timeouts: 3 timeouts total

Overtime: 2 minutes (each has 1 timeout - no carry-over)

Double OT: Sudden death

Defense: Half-court man to man

- Last 3 minutes of the game: Any defense allowed



## YDA GAME RULES

### **7th/8th Grade**

Ball Size: 29.5

Game Time: 20-minute halves (running clock)

Clock Stoppage: Last 1 minute of game (within 15 points)

Halftime: 2 minutes

Fouls: Team fouls (bonus at 10)

Personal fouls (6 fouls)

Bonus: Automatic 2 shot bonus in last 1 minute of game

Free Throws: 2 FTs at 10 team fouls

Timeouts: 3 timeouts total

Overtime: 2 minutes (each has 1 timeout - no carry-over)

Double OT: Sudden death

Defense: Full-court/half-court man to man (no trapping)

- Last 3 minutes of the game: Any defense allowed

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### **9th Grade**

Ball Size: 29.5

Game Time: 20-minute halves (running clock)

Clock Stoppage: Last 1 minute of game (within 15 points)

Halftime: 2 minutes

Fouls: Team fouls (bonus at 10)

Personal fouls (6 fouls)

Bonus: Automatic 2 shot bonus in last 1 minute of game

Free Throws: 2 FTs at 10 team fouls

Timeouts: 3 timeouts total

Overtime: 2 minutes (each has 1 timeout - no carry-over)

Double OT: Sudden death

Defense: Any defense allowed