

## 2009-2010 Cupertino Hoops Regular Season Rules

### 4<sup>th</sup>-5<sup>th</sup> Boys & 4<sup>th</sup>-6<sup>th</sup> Girls

Basic	
Playing Time	<p>Everyone plays at least half the game (20 minutes), if possible</p> <p>If more than 10 players, no player shall play more than half the game (20 minutes) and no player will play less than 15 minutes of the game</p> <p>If 7 or more players, no player may play an entire half without sitting out for at least 5 minutes</p>
Substitutions	With 10 players or less, substitutions may only be made at 5 min intervals
Defense	<p>No restrictions, except:</p> <p>Boys: No backcourt defense until Game 5; No backcourt defense if leading by more than 10pts</p> <p>Girls: No backcourt defense allowed at any time</p>
Coaches	Only one coach may stand up at a time
Ball Size	28.5"
Home Team Duties	<p>Provide scoreboard operator</p> <p>Provide game ball</p>
Under Shirts	Color of shirts under jerseys must either match the jersey color or be the same for the entire team.
Free Throws	
General and Bonus	<p>Prior to the last 2mins of the game, the max amount of free throws shot will be one. A player fouled on a shot will get 1pt automatically, and shoot one free throw. On a 3pt attempt, the player will get 2pts automatically, and shoot one free throw. On a shot attempt that goes in, the player will get the basket and one additional point automatically and not have to shoot free throws.</p> <p>A team will reach the bonus when their opponent has committed 7 fouls in a half. On the 7<sup>th</sup> thru 9<sup>th</sup> fouls, the player fouled will shoot one shot. If he makes it, he will be awarded 2pts. If he misses it, he gets no points.</p> <p>A team will reach the double bonus when their opponent has committed 10 fouls in a half. On the 10<sup>th</sup> foul and thereafter, the player fouled will shoot one shot after being awarded 1pt.</p> <p>In the last 2mins of the 2<sup>nd</sup> half, we revert back to normal free-throw shooting rules if the score differential is 10pts or less.</p>

Distance	13½ feet
Technical fouls	2 free throws and possession
Half time Free Throws	One for <u>every</u> player present
<b>Disqualification</b>	
Personal Fouls	5 in a game
Technical Fouls on Player	2 in one game leads to disqualification for current and next game
Technical Fouls on Coach	1 in one game leads to disqualification for current and next game 2 in a season leads to disqualification for remainder of season
<b>Timing</b>	
Game Duration	Two 20min halves; Running clock Stopped clock last 2mins of 2 <sup>nd</sup> Half if lead is 10pts or less
Half-time Break	5mins after free throws taken
Time outs	1min 2 per team per half
<b>Overtime</b>	
	2mins; Stopped clock 1 time out per team Fouls and bonus free throws carry over from 2 <sup>nd</sup> Half Single overtime only; Game ends following first overtime
<b>Borrowing Players</b>	
	If a team has 5 players or less, players may be borrowed from another team in the division The total number of players (original + borrowed) can not exceed 7 (For example, a team can borrow up to 2 players if it has 5 to start with) The borrowed players must be approved by the opposing coach
<b>Mercy Rules</b>	
No. 1	No backcourt pressure by a team leading by more than 10pts After one warning, violation will result in a 1 shot technical foul (losing team retains possession)
No. 2	When a team is up by 20pts or more, the scoreboard may be zero'd out for the remainder of the game if the losing team's coach approves
No. 3	When a team is up by 20pts or more, it must play man-to-man defense and only inside the 3pt line with no double-teaming for the remainder of the game After one warning, violation will result in a 1 shot technical foul (losing team retains possession).

## 2009-2010 Cupertino Hoops Regular Season Rules

### 6<sup>th</sup>-8<sup>th</sup> Boys & 6<sup>th</sup>-8<sup>th</sup> Girls

Basic	
Playing Time	<p>Everyone plays at least half the game (20 minutes), if possible</p> <p>If more than 10 players, no player shall play more than half the game (20 minutes) and no player will play less than 15 minutes of the game</p> <p>If 7 or more players, no player may play an entire half without sitting out for at least 5 minutes</p>
Substitutions	With 10 players or less, substitutions may only be made at 5 min intervals
Defense	<p>No restrictions, except:</p> <p style="padding-left: 40px;">No backcourt defense if leading by more than 15pts</p>
Coaches	Only one coach may stand up at a time
Ball Size	<p>29.5" for boys</p> <p>28.5" for girls</p>
Home Team Duties	<p>Provide scoreboard operator</p> <p>Provide game ball</p>
Under Shirts	Color of shirts under jerseys must either match the jersey color or be the same for the entire team.
Free Throws	
General and Bonus	<p>Prior to the last 2mins of the game, the max amount of free throws shot will be one. A player fouled on a shot will get 1pt automatically, and shoot one free throw. On a 3pt attempt, the player will get 2pts automatically, and shoot one free throw. On a shot attempt that goes in, the player will get the basket and one additional point automatically and not have to shoot free throws.</p> <p>A team will reach the bonus when their opponent has committed 7 fouls in a half. On the 7<sup>th</sup> thru 9<sup>th</sup> fouls, the player fouled will shoot one shot. If he makes it, he will be awarded 2pts. If he misses it, he gets no points.</p> <p>A team will reach the double bonus when their opponent has committed 10 fouls in a half. On the 10<sup>th</sup> foul and thereafter, the player fouled will shoot one shot after being awarded 1pt.</p> <p>In the last 2mins of the 2<sup>nd</sup> half, we revert back to normal free-throw shooting rules if the score differential is 10pts or less.</p>
Distance	15 feet

Technical fouls	2 free throws and possession
Half time Free Throws	One for <u>every</u> player present
<b>Disqualification</b>	
Personal Fouls	5 in a game
Technical Fouls on Player	2 in one game leads to disqualification for current and next game
Technical Fouls on Coach	1 in one game leads to disqualification for current and next game 2 in a season leads to disqualification for remainder of season
<b>Timing</b>	
Game Duration	Two 20min halves; Running clock Stopped clock last 2mins of 2 <sup>nd</sup> Half if lead is 10pts or less
Half-time Break	5mins
Time outs	1min 2 per team per half
<b>Overtime</b>	
	2mins; Stopped clock 1 time out per team Fouls and bonus free throws carry over from 2 <sup>nd</sup> Half Single overtime only; Game ends following first overtime
<b>Borrowing Players</b>	
	If a team has 5 players or less, players may be borrowed from another team in the division The total number of players (original + borrowed) can not exceed 7 (For example, a team can borrow up to 2 players if it has 5 to start with) The borrowed players must be approved by the opposing coach
<b>Mercy Rules</b>	
No. 1	No backcourt pressure by a team leading by more than 15pts After one warning, violation will result in a 1 shot technical foul (losing team retains possession)
No. 2	When a team is up by 20pts or more, the scoreboard may be zero'd out for the remainder of the game if the losing team's coach approves
No. 3	When a team is up by 20pts or more, it must play man-to-man defense and only inside the 3pt line with no double-teaming for the remainder of the game After one warning, violation will result in a 1 shot technical foul (losing team retains possession).