



## 6U LEAGUE RULES

- 8FT rim
- 8ft free throw line (Player is allowed to jump over line on shot but must start behind the line)
- (4) 8 Minute quarters, running clock, clock stops the last two minutes of the 4<sup>th</sup> qtr unless 15pt lead.
- Ball Size – 27.5
- 4 times outs for the game. Time outs do carry over to the 2<sup>nd</sup> half.

**Offense:** 1. Stacking (The practice of moving the bulk of the offensive team to one sideline to allow a player to drive one-on-one) is prohibited. One warning will be given per game. Thereafter, technical fouls will be assessed. Any basket scored as a result of a play that prompts a stacking call will be disallowed. 2. 5 Sec lane violation. 3. Any shot made into a team's own basket does not count. If this occurs the ball will be taken out of bounds by the team shooting in error.

**Defense:** 1. Man to man or Zone defense is allowed. 2. No double-teaming unless in the paint. 3. No back court defense is allowed. The offensive team must be allowed to bring the ball into the front court. Please Note: Last two minutes of the 4<sup>th</sup> qtr, the clock will not start until the offensive team crosses the mid court. 4. Defensive players may not steal or slap the ball unless in the paint. If the offensive player chooses to pass the ball, the defensive player may intercept the pass. Defensive players can also obtain possession of the ball if the offensive player loses control of the ball.