

**INTER-FAITH BASKETBALL LEAGUE
RULES MATRIX 2009-10**

Revised Dec 16, 2009

Unless otherwise stated, all divisions will be governed by the National Federation of State High School Association Rules Book.

RULES GOVERNING THE VARIOUS DIVISIONS

	Junior Division	Junior Division	Junior Division	Junior Division	Junior Division	Senior Division
RULE	INSTRUCTIONAL DIVISION-Grade 3	Grade 4 Division C	Grade 5 - Division B	Grade 6 - Division A	Varsity	Senior /CYO
Player Eligibility	Players must be in the 3rd grade.	There will be two conferences: 4th Grade Boys 4th Grade	Girls There will be two conferences: Girls 5th Grade Boys 5th Grade	There will be two conferences: Girls 6th Grade Boys 6th Grade	There will be four conferences: Girls 7th Grade Girls 8th Grade Boys 7th Grade Boys 8th Grade	There will be up to 6 divisions: Senior Boys (grade -12) Senior Boys (grade 11) Junior Boys (grade 10) Junior Boys (Grade 9) Senior Girls (Grades 11-12) Junior Girls (Grades 9 -10)
Must Play	No Substitutions until each player has played a full quarter except in the case of injury. Teams of ten or more should balance playing equally among all players.Teams with 9 or less eligible players will sit each player out 1 full qtr-except in the case of injury	Same as Instructional	Same as Division C	Same as Division B	Same as Division A	Each player must play a minimum of 10 minutes per game. The 10 minutes can be spread throughout the game.
Official Roster	Coaches will have their official roster listed in a scorebook and present it to the official scorekeeper prior to game time. Roster must include Last Name, 1st Name Initial and #.	Same as Instructional	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Time	Four six-minute quarters with running clock. Clock will stop for time-outs and officials instruction.	Four eight-minute quarters with running clock. At all times, the clock will stop on shooting fouls, time-outs and injury time-outs. In the last minute of the first 3 quarters and the last 2 minutes of the 4th quarter, (as well as the last minute of any overtime period), the running clock rules revert back to high school rules with the clock stopping on all dead ball situations.	Same as Division C	Same as Division B	Same as Division A	Four ten-minute quarters with running clock. At all times, the clock will stop on shooting fouls, time-outs and injury time-outs. In the last minute of the first 3 quarters and the last 2 minutes of the 4th quarter, (as well as the last minute of any overtime period), the running clock rules revert back to high school rules with the clock stopping on all dead ball
Team Seating	Team benches will be on either side of scorer's table.	Same as Instructional	Same as Division C	Same as Division B	Same as Division A	Same as Varsity however only three persons other than players will be allowed on the bench.
Defense	All players must play "man defense" the entire first half of the game and "zone defense" the entire second half of the game.					
Stealing	No stealing off the dribble.	Stealing off the dribble is allowed.	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Fast Breaks	No fast breaking will be allowed even from neutral mid-court area.	Fast Breaks are allowed.	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Pressing	No pressing or guarding the backcourt will be allowed. Officials will order players to the other side of the court.	Not allowed in the first 3 quarters but is allowed in the 4th quarter. A team can no longer press when it is ahead by 20 points or more. Violations will result in a technical foul after 1st warning.	Same as Division C	Teams may press. A team can no longer press when it is ahead by 20 points or more. All violations will result in a technical foul.	Same as Division A	Same as Varsity
Official Ball	The Woman's Collegiate basketball will be used.	Same as Instructional	Same as Division C	Same as Division B	Girls conferences will use the Women's Collegiate Basketball. Boy's conferences will use an official Men's size 7 Basketball.	Same as Varsity
Team Fouls		There will be a 1+1 free throw situation on the seventh foul (per half).	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Fouls; Personal and Suspensions		A player is disqualified upon committing their fifth personal foul. Players or coaches will be suspended for the next game if they are ejected from a game for any reason.	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Less than five players	Each team will have 5 Eligible players to start a game	Same as Instructional	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Overtime	On a tie game, there will be one (1) two minute overtime period (running time) with one additional time-out allotted to each team.	Three minute overtime periods will be played until there is a winner (2 minutes running time and 1 minute high school rules). Teams will be allotted one additional time-out per overtime period.	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Timeouts	There will be five (5) time-outs allotted for each team per game.	There will be three (3) full time-outs and two (2) 30 second time-outs allotted for each team per game.	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Three Pointers	The three point shot will not be in effect.	Same as Instructional	Same as Division C	Three Point shots will be in effect.	Three Point shots will be in effect.	Three Point shots will be in effect.
Free Throw Line	Foul line marker (13')	Same as Instructional	Same as Division C	Regulation foul line marker (15')	Same as Division A	Same as Varsity
Goal Height	8 1/2 Feet	10 Feet	Same as Division C	Same as Division B	Same as Division A	Same as Varsity
Bench Personnel	Head Coach, 1 Asst Coach, Scorekeeper which one must be a min of 21 yaers of age	Same as instructional	Same as Division C	Same As Division B	Same as Division A	Head Coach, (1) Asst Coach and scorekeeper ALL must be a min of 25 yrs of age
Dunking	Not allowed in any division at ANY TIME					
20 Point Lead	Clock will run continuously, except time outs, until the game is completed or the score is a 20 point differential					
Technical Fouls						Technical fouls will be accumulative for the season. Two technical fouls you sit out a game even if each technical foul is assessed in two separate games. Third technical foul will result in expulsion from the remainder of the season.