

Kare Youth League A-AAA 2007 Basketball Rules

The official rulebook of the National Federation of State High Schools is used with the following modifications:

	A	A-1	AA	AA-1	AAA	AAA-1
Timing (Halves)	1st Half: 18 running (Short weekday) 15 2nd Half: 16 + 2 (Short weekday) 14 + 1		16 + 2		18 + 2	
Ball	#5 (27.5")		Junior/Intermediate (28.5")			
Free Throw	10 feet (front line)		12 feet (Back line)		?	
Defense	2-1-2 Zone		2-1-2 Zone			
Fouls	All fouls 1 + 1, 2 or 3 shots. No shooting for back court fouls except for illegal defense or during stop time. Illegal defense: 1 warning per half, 3 shots afterward shot by player who had control of ball last.					
Press	1 in backcourt 3 rd week. Press on throw-ins only.	None	1 in backcourt 3 rd week. Press on throw-ins only.		1 in backcourt. Must wear black wristband	1 in backcourt after Jan. 1 Press on throw-ins only.
Time Outs	1 per half during running time, 4 total. Clock stops on time out. 1 per overtime regardless of number of timeouts left.					
Overtime	2 minutes stop					
Pressers	Must change every quarter. Each player may only press once per game.					
Shot Clock	30 seconds (started from time team gets possession of ball). Shot clock is reset after shot hits rim or backboard.					
-1 Leagues	Must have 14 players in division to have a -1 league. A team must have 7 players on roster. If bringing up players from a lower division, only -1 players may be brought up for -1 games (you can't bring up an A player to play in a AA-1 game).					
Playoff/Eligibility	If a team has less than 5 players at game time, it is a forfeit 2 losses). 5 players at game time is a loss (Tournament games 5 is OK). A team must have 6 players eligible for an award to participate in playoffs. General substitution rules apply.					
Uniforms	Uniform shorts and jerseys. No sweats allowed under pants. Players may wear under-jerseys.				T-shirts allowed under jerseys (must be same color for all players wearing one). Care should be taken to stay away from opponent's primary color.	

Lettering Requirements

* Can replace the field goal % requirement

2-1-2 DEFENSE COVERAGE ZONES

