



2024 Jr. Warriors Basketball League Rules

Division	Roster Min/Max	Ball Size	Quarter Length	Press Rules	Pressure Line	3 pointers	Participation Rules	Rim Height
K – 2nd Grade	4 players minimum to start game -- 12 MAX on Roster	27.5"	6 Minutes	No Press	Allowed after the 3-point arch	Not counted	Both teams must play each player a minimum of (1) quarter	8-8.5 FT
3rd - 4th Grade	4 players minimum to start game -- 12 MAX on Roster	28.5"	6 Minutes	No press until last 1 minutes of 4 th Q 10 second count	Allowed after the 3-point arch	Counted	Both teams must play each player a minimum of (1) quarter	10 FT
5th - 6th Grade	4 players minimum to start game -- 12 MAX on Roster	28.5"	7 Minutes	No press until last 2 minutes of the 4 th Q 10 second count	Allowed after half court	Counted	Both teams must play each player a minimum of (1) quarter	10 FT
7th - 8th Grade	4 players minimum to start game -- 12 MAX on Roster	Girls 28.5" Co-ed 29.5"	7 Minutes	No press until last 2 minutes of the 4 th Q 10 second count	Full court press is allowed	Counted	Both teams must play each player a minimum of (1) quarter	10 FT

TIME OUTS - 4 (30 Seconds) Timeouts - 1 in OT / Clock Stops during T.O. & Free Throws / **\$100 Fee for every game cancelled!**

If a team is 10 minutes late to game, it will count as a LOSS. 5 Fouls – Disqualification. Technical Foul - 2 FT and possession

Two technical fouls or unsportsmanlike conduct in one game to a specific player/coach/parent will result in an automatic ejection AND forfeit. A player/coach/parent who has been ejected from a game for any reason will not be allowed to attend the next game.

Coach must be SF Rec & Park volunteer and ALL players must be on the roster or results in a forfeit. Refer to Code of Conduct for more info.

Overtime: 1st overtime is 3 Minutes – 1 Minute thereafter – Sudden Death (1st bucket) / Score might not be displayed if large lead.

Top 4 teams from division make playoffs – 2 round playoff – FIRST 6 games are counted towards playoffs / **K – 2nd (NO SCORES/PLAYOFFS!!)**

5th foul per quarter will be bonus (2 FT), Team fouls reset every quarter.