

EOM
4TH, 5TH AND 6TH (INHOUSE) BASKETBALL
RULES 2007

Length of game	Regulation (7 minutes) Overtime (3 minutes)
Playing Time	Each Player must play at least 2 minutes each half.
Pressing	Only allowed in the last minute of the half and the fourth quarter.
Defense	Must set-up inside the three point circle and wait for the offense to cross before returning to regulation style except during press times. (Last minute of 2nd and 4th quarters) 10 second rule (offense has 10 seconds to penetrate 3pt circle) (Defense can attack when Ref determines intent)
Rebounding	After defending team gains control of the ball, the team now on defense must return inside their own 3PT circle to allow offense to bring the ball up court undefended. Except during press times and except during offensive fast breaks (Ref will determine intent for fast breaks)
Timeouts	4 per game (1 extra in OT) unused will carry over to OT
Technical Fouls	If a player is ejected from any game it will result in next Game Suspension. (Including playoffs) Three technical fouls in league play will result in next game suspension. (Including Playoffs)
Registration	\$40 each player
Game Clock	Running clock only stops for shooting fouls, Ref stoppage of play and time outs. Will stop for everything in last minute of second and fourth quarter.
Playoffs	Every team will participate in the playoffs.

“Good luck”