

Halton Intermediate Basketball Model - All Schools

- A size 6 basketball will be used for all games
- FIBA rules are the governing rules except where modifications have been made below
- Warm-up: 8 minutes
- Two 12-minute stop time halves; last 2 minutes of 2nd half clock stops after every basket
- **In gyms that have rentals:** The first game of a double header **MUST** start by 4:15 p.m. and end by 5:00pm. The second game **MUST** start by 5:15 pm and end at 6:00 p.m. Run time may be necessary. This discussion will be had between coaches and the referees. These time limits may be altered during playoffs.
- **In gyms without rentals:** The first game of a double header **MUST** start by 4:15 p.m. The second game should start no later than 10 minutes after the conclusion of the first game, and may run its course as agreed upon by coaches at the start of the game.
- Nobody can sub in either half until any stoppage in play after **3** minutes (referees will not stop time to make substitutions); if a player did not start the first half, she/he must start the second half. A different 5 players must start the 2nd half. If you have more than 10 players, it will be coach discretion which 5 players start the 2nd half.
- Bonus: Penalty will be 2 shots at 8 fouls in the half
- **NO** overtime during the regular season. Three minute overtime(s) during playoffs (coaches' discretion as to who plays). One 30s timeout per overtime period.
- Zone defense will be allowed in the opponent's offensive end (**NO full court zone**). Person to person defense is still encouraged
- Person to Person full court press is allowed, inbounder must be covered and the defender must be facing the inbounder - if the inbounder is not covered the referee will blow their whistle and remind teams that the inbounder must be covered. Any intentional infractions after this by a team that received a previous warning will result in the ball being advanced to half court with front and back court privileges
- Fall back to **defensive foul line** at a 15 point lead
- Two 30-second timeouts per half. Timeouts called when **in possession** of the ball or **after a basket** or on a **dead ball**.
 - All coaches will carry a minimum of 12 players on their roster, whenever possible. We understand this may not be perfect with illness and injury, but every attempt to have 12 or more players on your season roster is necessary. It is strongly encouraged that all players have some play time in each game.
- Teams will do their best to have all players wear either light or dark t-shirts under uniforms - colours may not match - this is allowed by the convenor.