

## Boy's Feeder Basketball League | Procedures, Rules & Regulations

1. Eligibility Requirements
  - 1.1. The player eligible to play in the Boy's Feeder Basketball League for the upcoming season must play either on the team of their school grade level or above. Example: If a player is in 5th grade, they are eligible to play on their 5th grade team. However, he can play up on the 6th, 7th, or 8th grade team instead.
  - 1.2. Players must reside within their feeder high school boundary.
2. Officiating
  - 2.1. Only IHSA registered ("patched") officials should be used for games.
3. Game management is the responsibility of the home team, including providing referees, timekeepers, scorekeepers, keeping the official game scorebook.
4. The home team pays referee fees unless an agreed upon alternative is put in place.
5. **All rules of IHSA, except:**
  - 5.1. **For 5th Grade: A full-court zone or man-to-man press is allowed in the 2nd & 4th quarters. Must be in man-to-man defense in the ½ court.**
  - 5.2. **For 6th & 7th Grade: a full-court zone or man-to-man press is allowed the entire game. Must be in man-to-man defense in the ½ court.**
  - 5.3. **For 8th grade: Any full court or ½ court defenses (zones or man-to-man) are allowed the entire game.**
  - 5.4. **All levels - No full court pressing by teams leading by 15 points or more.**
  - 5.5. A women's size ball (28.5") will be used for 5th grade. All other grade levels will use an official size ball (29.5"). 7.
  - 5.6. Three-point shots are awarded for all grades.
6. **Game Length: 7-minute quarters (IHSA regulation stoppage) for all grades. (Adjust as Needed)**
7. **Time Outs: 5 Per Team (Three Full and two 30 second)**
8. Team rosters may not exceed 15 players.
9. All players suited must play in the game unless injured.
10. Players may play up in grade, but not down. Programs should permanently roster players at one grade level.
11. **Overtime:** First overtime period will be 2 minutes and starts with a jump ball. If tied after 1st overtime, 2nd overtime is 1 minute and starts with a jump ball. Time-outs will carry over from the regulation time. Each team will receive an additional full time-out for the 1st and 2nd overtime periods. If there is no outcome after the 1st and 2nd overtime periods, the sudden death rule will apply. A jump ball will begin sudden death (first team to score a point wins).
12. Pre-game warm-up will be 8 minutes, time permitting as determined by home team. (adjust as needed)
13. Grace period for late arriving teams will be 15 minutes total from scheduled game time. Teams must have at least five players to start a game. For any team that exceeds the grace period, their opponent may elect to reschedule the game or be awarded a win by forfeit. Additionally, costs for game should be compensated to home team (referees, gym space, custodial, security, etc.).
14. **Mercy Rule:** Any team leading by 30 or more points in the 2nd half will result in a stoppage of scorekeeping on the scoreboard, but not the scorebook. The clock will be a running clock (unless agreed upon by both coaches).