

# K-2 Developmental League

## Rules Summary

1. 12 Minute Halves – Clock Stops on All Dead Balls
2. 2 Timeouts for the Game
3. 3 Minute Halftime
4. **No Jump Ball:** At the start of the game and Overtime period, a coin toss will determine the team awarded the ball.
5. **Overtime Period:** First Overtime will be two (2) minutes. If second overtime is required, the first team to score wins. Each team will receive (1) additional timeout for the overtime periods. Unused timeouts from regulation **May Not** be carried over. Unused timeout from the first overtime period **May Not** be carried over.
6. **Running Clock:** The clock will run in the second half if the deficit is 15 points or more with the exception of timeouts. Once the lead is below 15 points, the clock will stop on all dead balls.
7. Teams may play Man-to-Man or Zone Defense.
8. **No Double Team** past the 3pt line.
9. **Pressing:** No Full Court Pressing until the last 2 Minutes of the Game. Teams with a lead of 10 points or more may NOT press.
10. Teams must retreat to Half Court when teams have possession on a rebound.
11. 9 Ft. Goal Height. Teams may elect to play at 10ft height. One team may play at 10ft and the other team 9ft. If that is the case, teams will play on the same end both halves.
12. 12 Ft. Foul Line
13. A player fouls out on five (5) fouls.
14. Ball Size: 28.5