## NORTHWEST CATHOLIC CONFERENCE

## BASKETBALL "A" & "AA" LEAGUE RULES

Current IESA/ IHSA rules apply, except as noted BELOW. (Updated 11-2025)

- 1. Time Quarter Length
  - a.  $8^{th}$  grade (4) 7-minute quarters
    - i. Stop Clock
    - ii. 4<sup>th</sup> Quarter 20+ Point or greater lead, Running Clock
  - b.  $7^{th}$  grade (4) 6-minute quarters
    - i. Stop Clock
    - ii. 4<sup>th</sup> Quarter 20+ Point or greater lead, Running Clock
  - c. 6<sup>th</sup> grade (4) 10-minute quarters Running Clock
    - i. 2<sup>nd</sup> Quarter Stop Clock at 1-minute mark.
    - ii. 4<sup>th</sup> Quarter Stop Clock at 2-minute mark
    - iii. 4th Quarter 15+ or greater lead, Running Clock

## In all 3 levels, once the clock becomes a running clock it remains a running clock regardless of score!

- 2. (4) Four timeouts per game. Each (1) one-minute. (1) One timeout in overtime "No carry over".
- 3. Overtime (1) minute, with the clock stopping on all whistles. The game will end at the completion of the (1) minute even if it's a tie. A (2) minute overtime period will be played during the "playoffs" until there is a winner.
- 4. (5) Five Minute Halftime
- 5. 6<sup>th</sup> Grade must play man to man defense all year No Zone in frontcourt.
- 6. Full Court Press A Level
  - a. 8<sup>th</sup> Grade Press entire game until a 15 point or greater lead
  - b. 7<sup>th</sup> Grade Press entire game until a 15 point or greater lead
  - c. 6<sup>th</sup> Grade Press entire game until a 10 point or greater lead

## AA Level - No press in first half and then rules below are applied:

- a. 8<sup>th</sup> Grade Press entire game until a 12-point or greater lead
- b. 7<sup>th</sup> Grade Press entire game until a 12-point or greater lead
- c. 6<sup>th</sup> Grade Press entire game until a 10-point or greater lead
- 7. Bonus IHSA Rules apply Two shots awarded after  $5^{\text{th}}$  foul per quarter.
- 8. IHSA Rules apply Players may enter the lane on a free throw once the ball is released by the shooter.
- 9. Every player dressed on the bench must play in a league game. If a team does not play all their players, they will forfeit the game (playoff games excluded).
- 10. All players are limited to playing in (6) Six Quarters a day.

- 11. Regulation size (29.5) ball will be used in Boys games. 28.5 size ball will be used in the Girls game.
- 12. Players may enter the lane on a free throw once the ball is released by the shooter.
- 13. Mercy Rule: MUST play man-to-man defense within the arc.

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a. 8<sup>th</sup> Grade – reach a 20+ or greater lead
b. 7<sup>th</sup> Grade – reach a 20+ or greater lead
c. 6<sup>th</sup> Grade – reach a 15+ or greater lead
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The penalty for not following the mercy rule above is as follows: a warning from the referee, the second and every time thereafter the referee will stop the clock and award a team technical foul to the defensive team. The losing team will be awarded 2 points and the ball at half court.

14. **REPORTING OF SCORES**: Home team must report scores within 48hrs of the games completion. Failure to report scores <u>will result</u> in a forfeit for the home team.