

# MERCED UNITED BASKETBALL

## MU Basketball – Game Rules & Format

### Game Format:

8-minute warm-up

4 quarters – 8-minute running clock

1-minute break between quarters

5-minute halftime

Last 2 minutes: Stopped clock if score is within 10

Overtime: First to Target Score (+6 points from tied score)

Example: If tied 40–40 → First to 46 wins

### Ball Size by Division

Rising Stars Division (Grades 3–5): Size

27.5 (Youth 5)

Elite Division (Grades 6–8): Size 28.5

(Intermediate 6)

### Sportsmanship Rule:

If winning by 20+ points, starters must sub out

Starters may return when the lead is under 20

### Rising Stars Division Adjustment:

Slight leniency on traveling and double dribble

calls for the first few weeks as players learn

game flow and fundamentals

### Game Play Rules:

#### Timeouts:

2 per half (1-minute) with no carryovers between halves

#### Fouls:

5 personal fouls = Foul out

7 team fouls = Bonus (2 free throws)

#### Defense:

Zone Defense allowed for Elite Division

No Zone Defense for Rising Stars Division

Full-court man allowed only when trailing by 10+

#### Technical Fouls:

2 delay-of-game warnings = 1 technical foul

Tech = 2 free throws + possession

Coach technical = must remain seated the rest of the game

### Other Rules & Violations:

Backcourt violations enforced

5-second inbound rule applies

No 10-second rule to cross halfcourt

No shot clock

#### Delay of Game:

Wasting time in the first 3 quarters = warning

2 warnings = technical foul

