



2024/25 U9-14



CHAMPIONS LEAGUE HANDBOOK & COMPETITION RULES

Welcome to the Fourth season of the Champions League. This handbook is designed to inform & outline in detail the rules relating to the league. Each Club and Coach who is participating in the league is expected to fully review this document. Physical copies will be with the Site Coordinator of each venue for reference.

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IMPORTANT DATES & CLUB CHECKLISTS

- October 3** *Team submission final deadline*
- October 3** *Special requests submission closes*
- October 3** *Final payment is due for all Clubs entering less than 5 teams*
- October 3** *1st payment of \$1100 +tax (per team) due*

- October 6** *Club Info meeting 8pm on Zoom*

- October 18** *Rosters for teams must be filled in*
- October 25** *Waiver signature deadline*
- October 26-27** *Competition weekend #1*
- November 23-24** *Competition weekend #2*
- December 1** *2nd payment of \$1100 +tax (per team) due*
- December 7-8** *Competition weekend #3*
- January 11-12** *Competition weekend #4*
- February 1-2** *Competition weekend #5*
- February 3** *League fine payment deadline*
- February 5** *Rosters locked for Championship weekend
One team per player*
- February 22** *Championship Playoffs begin*
- February 23** *Final day of competition*

LEAGUE CONTACTS:

League Directors

Ramin Sadaghiani ramin@primetimesportsco.com

Thomas Staron thomas@primetimesportco.com

League Commissioner

Miceail Coghlan miceail@primetimesportsco.com

Operations and Governance

Daniel Depelteau daniel@primetimesportsco.com

Human Resources and Staffing

Larisa Dillon larisa@primetimesportsco.com

Social Media

Ravnoop Badesha media@primetimesportsco.com



U9-14 RULES



1. FIBA rules with a few modifications. Gameplay will use the inside key lines and inside 3pt line (non FIBA)
2. Games will consist of FOUR 8-minute stop time quarters. First overtime period will be 3 min stop time.
3. Pre-game warm-ups will last a minimum of TEN minutes and the halftime break will be FIVE minutes. The warmup and halftime break can be shortened at the discretion of the site coordinator if games are running behind.
4. The first listed team in the draw is the home team and should wear the light coloured uniforms. Teams MUST bring both uniform tops to all games (if available).
5. All players will be disqualified at FIVE PERSONAL FOULS. Bonus foul shots (two shots) will be shot on the 5th team foul every quarter.
6. Unsportsmanlike and technical fouls follow FIBA guidelines.
7. Time-outs must be called through the scoretable. Teams will get TWO 60-second time-outs in the first half (no carry-over) and THREE 60-second time-outs in the second half (only 2 timeouts may be used in the last 2 minutes of 4th quarter). Each team gets one time-out per overtime period (no carry-over).
8. Games will not use a visible shot clock but attempts to deliberately stall will result in a verbal referee 10 second warning (at their discretion). A 30 second shot clock guideline will be in place.
9. 10 second backcourt
10. Maximum point differential applied to standings is 20pts for use in a tiebreaker
11. There is a 5 minute forfeit rule in effect for the league. If a team is not onsite and ready to play within five minutes of the designated game time, the League Director or court monitor may, at his/her discretion thereafter, rule a forfeit (20-0 Final Score).
12. Games are not permitted to start without an adult on the bench. Team coaches are responsible for the conduct and supervision of their players. Unacceptable behavior may result in the person being banned from the gym for the remainder of the League.
13. All players must be listed on the team roster and have their waivers signed to be eligible to play in league competition
14. Coaches and referees MUST print and sign the scoresheet prior to tip off.
15. All decisions made by the League Director ARE FINAL!

Rules Specific to U10/11 Boys, U12 & U13 Boys Competitive & Development, U13/14 Girls Division:

1. Man-to-man full court press is permitted but the inbounder must be directly guarded. Help and recover is allowed but trapping is not permitted outside the 3PT line.
2. Full court press is not permitted by the leading team up >15+ points.
3. No zone defences permitted. Help and recover is allowed but trapping is not permitted outside the 3PT line. For further zone specifics and categorization please review our League Handbook.
4. U9-10's will be permitted to shoot foul shots from 13 feet (one step in front of the foul line).
5. Size 6 ball used for all game play.

Rules Specific to U12 & 13 Boys Elite and ALL U14 Boys Divisions:

1. No restrictions on zone presses or defenses.
2. Full court presses are not allowed by leading teams up >20+ pts.

Champions League Competition Rules

Effective Oct 20, 2024

1. Competition Rules:

- 1.1. All League games will be conducted under FIBA rules with modifications.
- 1.2. Game play rules will be at each score table and should be reviewed by each coach and referees prior to tip-off.

2. Uniforms:

- 2.1. While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform.
- 2.2. If a player does not have a uniform with a number, the player can use the number "0", provided another number "0" is not listed in the scorebook.
- 2.3. Uniform tops must be tucked in during game play.
- 2.4. It is requested that teams have both a dark and light-colored jersey and bring both to each game (if possible).
- 2.5. If agreed mutually, teams may switch the uniform arrangement. The Site Coordinator and Score keeper should be notified of any uniform changes prior to the start of the game.

3. Home Team Designation:

- 3.1. In bracket play, the top team listed will be the home team.
- 3.2. The home team should use the bench to the same side that the home score is listed on the score clock (if a tabletop clock is used) as you face from the floor.
- 3.3. Team's will warm up on the basket in front of their bench.

4. Scorekeeping/Clock Operation:

- 4.1. PrimeTime Sports will provide 2 qualified and experienced table staff for all games.
- 4.2. Score clocks and shot clocks will be provided by Primetime Sports (where needed).
- 4.3. Coaches are responsible for ensuring their roster is accurate as soon as possible prior to tip off and must print and sign the scoresheet.
- 4.4. Please respect and adhere to the code of conduct when interacting with them.
- 4.5. Scorekeepers will be documenting individual scoring.

5. Ball Specs:

- 5.1. The size 6 ball (28.5") will be used for the U9-13 Boys' divisions and all Girls' divisions.
- 5.2. All U14-18 Boys divisions will use the regulation size 7 ball (29.5").
- 5.3. Limited Exception: If a situation arises where a U13 Boys team plays up versus a U14 team then a Size 7 ball will be used.
- 5.4. Practice and game balls will NOT be provided.
- 5.5. The Home team will be asked to provide a suitable game ball.



6. Clock and Exceptions:

- 6.1. Unless otherwise noted, all games will have FOUR 8 minute stop time quarters.
- 6.2. All overtime periods will be 3 minutes.
- 6.3. The clock may not run (in the circumstance of a blowout) unless the site coordinator has approved and both coaches have agreed. Referees do not have the power to tell the clock operator to run the clock.
- 6.4. For all U9-14 games there will not be a physical shot clock but attempts to delay game play or for notably long possessions, referees (at their discretion) may give a verbal ten second warning, based on a 30 second shot clock parameter.
- 6.5. Half-Time will be 5 minutes (Half-Time length may be reduced at the option of the Site Director).
- 6.6. Pre-game Warm-Up will be a minimum of 10 minutes (the Warm-Up time length may be reduced at the option of the Site Director).
- 6.7. At Half-Time, the court shall remain clear of anyone except participating teams in uniform.

7. Free Throws:

- 7.1. Teams will shoot a 2 shot bonus at 5 teams fouls for each quarter.

8. Timeouts:

- 8.1. Each team will be allowed 2 one minute timeouts in the first half and 3 one minute timeouts in the second half.
- 8.2. Timeouts do not carry over from the first half or regulation.
- 8.3. Only 2 timeouts may be used in the last 2 minutes of the game.
- 8.4. Each team will get 1 timeout per overtime session.

9. Defensive Specific Rules:

- 9.1.1 U9-13 Boys Competitive and Development & U13/14 Girls Divisions; after a lead of 15+ has been established, the leading team may NOT full court press. If the lead goes below 15 points they may resume.
- 9.1.2. In all Boys Elite and any Boys U14 divisions; after a lead of 20+ has been established, the leading team may NOT full court press. If the lead goes below 20 points they may resume.
- 9.2. U9-13 Boys Competitive and Development & U13/14 Girls Divisions; zone defenses and zone presses are not permitted. Court Monitor will issue a warning to the coach first. Second violation will result in a bench technical. Repeated violations may result in expulsion from the league.
- 9.3. The first violation of the "no press" rule will draw a warning from the officials; subsequent violations will be assessed a bench technical foul (indirect technical foul to the Head Coach).

10. Tiebreaker for Standings:

- 10.1. Head to head in a two way tie.
- 10.2. Point differential (all games between affected teams). Maximum 20 point differential per game (regardless of outcome) for all games.
- 10.3. Points Allowed.
- 10.4. In a 3 team tie, if two teams then have the same point differential, the winner of the head-to-head game between the involved teams is awarded the higher place.
- 10.5. Coin flip



11. Jewelry:

- 11.1. Earrings cannot be worn by a player.
- 11.2. Jewelry, watches and chains are prohibited.

12. Coach/Player Ejection:

- 12.1. Unsportsmanlike and technical fouls will follow FIBA guidelines.
- 12.2. Any coach or player involved in or ejected for fighting will have to leave the physical building immediately and be suspended the remainder of the league, pending incident review by league organizers.

13. Code of Conduct:

- 13.1. PrimeTime Sports has adopted a ZERO Tolerance Policy. Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches, and fans on and off the court and must promote the best sportsmanship, win or lose.
- 13.2. The Site Director or any game official can and will remove a player, coach, or attendee from a game, league, or venue for noncompliance with the ZERO Tolerance Policy. Game play will not resume until that person has left the facility. Failure to leave within 3 minutes will result in a forfeit by the team involved.
- 13.3. PrimeTime Sports may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the event.
- 13.4. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.

14. Application of Rules:

- 14.1. The League Rules may be modified whenever PrimeTime Sports deems it to be in the best interests of the league to do so and all teams, coaches, players, and attendees will be bound by any such change.

15. Rosters and Waivers:

- 15.1. Teams are limited to a maximum of 15 and a minimum of 8 players
- 15.2. For a player to be eligible to play they must be rostered and have signed the waiver.
- 15.3. Deadline for the roster submission is Oct 18, 2024
- 15.4. Deadline for the waiver completion is October 25, 2024
- 15.5. Coaches must ensure rosters are accurate and numbers are added prior to the tipoff of every game. Coaches are required to sign the scoresheet to verify its accuracy



16. Player Eligibility & Protests:

16.1. Age guidelines (Effective September 1, 2024)

BOYS & GIRLS

U9 - born on Sept 1, 2015 or later

U10 - born on Sept 1, 2014 or later

U11 - born on Sept 1, 2013 or later

U12 - born on Sept 1, 2012 or later

U13 - born on Sept 1, 2011 or later

U14 - born on Sept 1, 2010 or later

16.2. Playing on multiple teams:

16.2.1. A player may play up in a higher-age division in an "emergency situation" only where 6 or less rostered players are available for the game.

16.2.2. Additions must be approved by the Court Monitor or PrimeTime management ahead of tipoff.

16.2.3. Player additions may not be currently rostered with any other clubs or affiliated organizations.

16.2.4. Players may not be added from teams in the same age division without prior approval from PrimeTime management.

16.2.5. Players may play on only one team during the Playoff weekend February 22-23, 2025.

16.3. Playing on Multiple Teams. A player can play on two teams in the League provided the following conditions are met:

16.3.1. The teams are from the same club/organization.

16.3.2. The teams are not in the same division.

16.3.3. The player meets the eligibility criteria for both teams.

16.3.4. Once bracket play begins, the player must have played in at least FOUR pool play games in the division in order to compete in that division's playoff bracket play. Injuries or circumstances that prevent an athlete from playing in qualifying competitions must be communicated in writing and approved by the League Director PRIOR to League commencement.

16.4. Signed Waiver & Release. In addition to the age eligibility requirements, each player is required to have a parent/guardian signed Release/Waiver on file with PrimeTime Sports on Exposure Events prior to the first game. PrimeTime Sports will suspend participation privileges for any player without a signed Release/Waiver.

17. Player Eligibility Protest Procedure:

17.1. Team Responsibility. Proof of player eligibility is the responsibility of the team manager or coach. PrimeTime Sports will check eligibility during league play. A coach must be able to document age eligibility in the event of a challenge by another team or if requested during a spot check by PrimeTime Sports prior to or any time during league play.



- 17.2. Documentation Required for Eligibility. As a condition of participation, each team is required to have age documentation available for each player for review at any time during an event. Proof of age must be available for review by PrimeTime Sports representatives at all league games. Failure to have such information available at the event may result in player ineligibility, game forfeiture, and/or team removal from the event.
- 17.3. There must be a photo ID and proof of birthdate. Acceptable forms of documentation and age include clean photocopies of birth certificates, adoption papers, immigration papers, school documentation which reflects DOB, current driver's license, and current passport. Digital documentation may be acceptable subject to review by PrimeTime Sports representatives.
- 17.4 Clubs will be granted 5 free player age challenges in the Fall/Winter season. If a challenge is upheld, the club will keep that challenge. If it is not, they lose it. One challenge is needed per player. Any additional challenges beyond the 5 require a \$50 deposit. The deposit will be not be returned on an unsuccessful challenge. These challenges apply across all PrimeTime events. Please contact daniel@primetimesportsco.com for more clarification.

18. Player Eligibility Protest Procedure:

- 18.1. Scope. The following Player Eligibility Protest procedure applies to all PrimeTime Sports events.
- 18.2. Who Can Protest: Player Eligibility Protests can be submitted only by a coach or manager of a team participating in the same division as the team with the player(s) whose eligibility is being challenged. For a team to submit a Protest, the team must demonstrate to the Site Director that the protesting team has eligibility documentation for all its players available for review by the Site Director. A team is NOT allowed to protest the eligibility of a player from another team without having the eligibility documentation for its players.
- 18.3. What Can Be Protested:
- 18.3.1. Player is beyond age maximum (see section 15.1)
- 18.3.2. Player is not in compliance with Multiple Team rules (see section 15.3)
- 18.4. When Can Protest Be Made:
- 18.4.1. Pre-Game Protest: A protest of player eligibility may be made at any time prior to a game. Any Pre-Game Protest should be submitted as soon as possible so that it may be considered in a timely manner.
- 18.4.2. Post-Game Protest: Any post-game protest of player eligibility must be made within 30 minutes of the conclusion of a game between the protesting team and the team with the player(s) whose eligibility is being challenged.
- 18.4.3. Protest Limitations. After 30 minutes from game completion, no other player eligibility protests will be considered. A team is deemed to waive any opportunity to protest any player's eligibility not within these protest periods.
- 18.4.4. How to File Protest: All protests must be in writing on an official Protest Form. Protest forms are available at the Gate table and submitted to the Court Monitor directly.
- 18.4.5. If a protest is filed post game, the player to which the protest is directed must provide their ID within 1 hour of notification of the protest. If the proof of eligibility is not produced, the game will be considered forfeited.
- 18.5. Protest Upheld:
- 18.5.1 If a Pre-Game Protest, the player will be prohibited from participating in remaining games of the league for that specific team.
- 18.5.2. If a Post-Game Protest is upheld, that game will be forfeited by the team with the ineligible player.

- 18.5.3. No prior games will be forfeited as teams participating in prior games will have waived their protest opportunity by failing to timely submit an Eligibility Protest. The team will be allowed to continue to participate in the event without the ineligible player(s).
- 18.6. Player Reinstatement. If a player is ruled ineligible for the sole reason that the team did not have any eligibility documentation for the player, the player can subsequently be ruled eligible if such documentation is later provided. The reinstatement is for competition subsequent to the documentation being provided and no prior action will be modified or set aside.
- 18.7. Ruling Binding. Any Player Eligibility Protest ruling made by PrimeTime Sports is binding upon all coaches, players, and attendees of the event. There is NO appeal of any upholding or denial of a Player Eligibility Protest. PrimeTime Sports shall apply the Player Eligibility Rules in such manner as PrimeTime Sports and its Site Directors deem appropriate to uphold not only the letter but the spirit of such rules. PrimeTime Sports will impose such additional sanctions, suspensions, or other corrective action it deems appropriate under the facts and circumstances of noncompliance with the player eligibility rules. All coaches, players, and attendees shall be bound by any such application of the rules and corrective action imposed by PrimeTime Sports.

19. Game Forfeit Policy:

- 19.1.1. General. Teams participating in an event expect their opponent to be as diligent and conscientious as their team in being on time and prepared to participate in ALL scheduled games. League play requires games to be played early morning and late evening, which may not always be convenient for the participating teams, but that is the nature of league play nonetheless. One of the most disappointing experiences for a team is to have the opponent fail to show for a scheduled game. To minimize the occurrence of forfeited games and to address the matter with the participating teams, PrimeTime Sports has adopted this Game Forfeit Policy.
- 19.1.2. There is a 5 minute forfeit rule in place for the League. If a team is not onsite and ready to play with 5 players and a Coach or Adult on the bench within FIVE minutes of the scheduled start time. The League Director or Court Monitor may, at his/her discretion thereafter, rule a forfeit (20-0 Final Score).
- 19.2. Team Forfeiting Game. When a team forfeits a game in any league game, the following rules apply:
- 19.2.1. The team receives a loss for the scheduled game.
- 19.2.2. A team forfeiting any game is still expected to play any and all subsequently scheduled games.
- 19.2.3. The team forfeits any team or individual awards given for participation in the forfeited game.
- 19.2.4. Teams that forfeit a game will be fined \$200 +tax (\$150 gets applied as a credit to the other team and a \$50 administrative fee to cover sunk costs).
- 19.2.5. Teams must pay fines by February 5, 2024 or they will be deemed ineligible.
- 19.3.1. Team Having Game Forfeited. Most game forfeits are beyond the control of PrimeTime Sports. Since gym rental and officials must still be paid in the event of a game forfeit, most event operators do not offer any refund or credit in the event of a forfeit.
- 19.3.2. Because of our commitment to competitive excellence, PrimeTime Sports gives the team having a game forfeited a Forfeit Credit of \$150 for each forfeited game.



19.4. Forfeit Credit Expiration. All Forfeit Credits expire August 31, 2025, and cannot be rolled over to a subsequent competitive year. The Forfeit Policy rules may be modified or waived by PrimeTime Sports in the event of extenuating circumstances. Factors considered will include communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeit, and such other considerations deemed relevant by PrimeTime Sports. Any decision by PrimeTime Sports as to the application of the Forfeit Rules shall be binding upon all teams and participants.

20. Refund Policy:

20.1. No refunds after October 10, 2024

20.2. Entry Withdrawal. A team withdrawing an entry on or before the entry deadline (October 7, 2024 11:59 pm PST) will receive a full refund minus deposit amount. Notice of withdrawal must be sent to info@primetimesportsco.com.

20.3. Late Withdrawal. Any withdrawal after the entry deadline for a League will be considered to be a Late Withdrawal. The Entry Fee for a Late Withdrawal will be handled as follows:

20.3.1. If a fully paid entry is not secured to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.

20.3.2. If the entry has been accepted without full payment of the Entry Fee, any amount due under this Withdrawal Policy must be paid prior to the acceptance of the team's entry in any subsequent tournament.

20.4. No Duty to Find Replacement. PrimeTime Sports assumes no duty or responsibility to find a replacement entry for any Late Withdrawal.

20.5. If no replacement team is found then the entry fee is completely non-refundable.

21. Coaches Certification and Training:

21.1. The Champions League acknowledges the importance of Coaching development and training. Although the League will NOT require this year, we highly recommend the following for all Clubs and their participating coaches;

21.1.1. Criminal record check.

21.1.2. Completion of Safe Sport training.

22. League Structure and Format:

22.1. There will be SIX competition weekends (Oct 26/27, Nov 23/24, Dec 7/8, Jan 11/12, Feb 1/2 & Playoffs Feb 22/23)

22.2. Each competition weekend will include 2 games per team.

22.3. Girls games will take place on Saturdays and Boys games on Sundays for all weekends except the final playoff weekend (where both should be available to play Saturday or Sunday).

22.4. Teams will be placed in pools categorized by age and ability.

22.4.1. Clubs wishing to have teams play up from age group must submit in writing by October 3rd, 2024.



23. Playoffs & Championship weekend:

- 23.1. Playoffs will take place in the Lower Mainland the weekend of February 22-23, 2025. Teams are expected to be available to travel and participate both days.
- 23.2. During Championship weekend teams will play a minimum of 3 games and a maximum of 4 (result dependent).
- 23.3. There will be bracket play during the playoff format and teams should be expected to maintain a flexible schedule that weekend.
- 23.4. All Stars will be selected and presented during Championship weekend.

24. Miscellaneous Items:

- 24.1. Baller TV will broadcast all Champions League play. This is a pay for use service.
- 24.2. Primetime will provide Social Media coverage of competitions.
- 24.3. Scheduling requests and coaching conflicts must be submitted before October 11, 2024.
- 24.4. All teams entered in the 2024 Champions League are eligible for a \$75 discount on entry into all Primetime tournaments in the Fall/Winter of 2024.

25. League payment:

- 25.1. League fees deposits are due on December 1, 2024
- 25.2. Payment of the remaining balance per team \$1100 + GST is due on October 17, 2024
- 25.3. If payments are not received by the deadlines PrimeTime will charge the credit card on file and apply an additional 3% transaction fee (credit card processing fee)
- 25.3. Failure to meet payment deadlines will result in a suspension of competition from the event and game forfeits issued





ZONE DEFENSE RULES AMENDMENT

Zone Defense Rules Amendment

Effective October 3, 2024

1. Outline

The purpose of this document is to help coaches, officials and players understand the modifications that will be in effect for the remainder of U9-14 Champions League play. We felt the need for a detailed description of the guideline to avoid potential disagreements and misunderstanding. It is our goal to provide an optimal competition environment to allow player development.

- No 30 second shot clock – rationale: It reduces the pressure of decisions made due to the clock; able to involve more players per possession in movement, spacing and handling the ball.
- No zone rationale: Encourages movement; allows for creativity with the ball, passing, cutting and penetration; more time can be spent in practice on the mastery of basic fundamental principles of play in both offence and defence.

2. Spirit of the Rule

It is expected that everyone involved understands the reasoning behind the rules to benefit players that are still at an early development stage and the goal of the league is to stay in line with recommendations and guidelines put forth by Canada Basketball and USA Basketball. We have worked with Basketball BC to develop these guidelines. The purpose of this document is not to provide coaches with a means to find loopholes in the rules and thereby develop elaborate strategies that play on the edges of the rules. Coaches are to use the document to clear up any misunderstanding of what will or will not be deemed a zone.

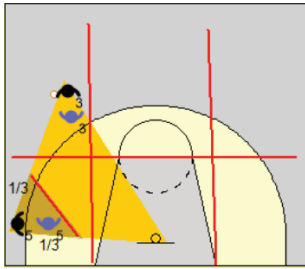
3. Half Court Details- " 1/3 & 2/3 "

Our goal in the half court is to avoid double teaming, floating and to encourage the focus on teaching man to man defensive principles.

For the purpose of this document the front court is divided into six grids by a line extending across the foul line and two lines running up from the baseline where the FIBA key would meet the baseline.

Our goal in the half court is to avoid double teaming, floating and to encourage the focus on teaching man to man defensive principles.

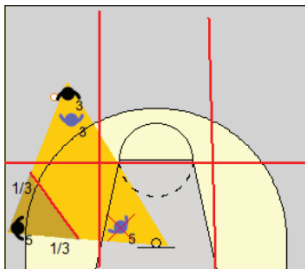
For the purpose of this document the front court is divided into six grids by a line extending across the foul line and two lines running up from the baseline where the FIBA key would meet the baseline.



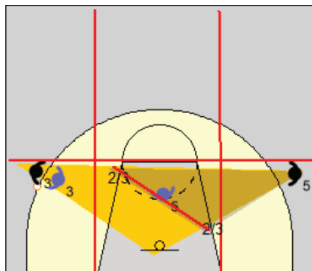
A triangle is formed by the defensive player with the three points of the triangle being the ball, his/her check and the basket. When a defensive player is in the same grid, a grid above, below or beside the offensive player with the ball, this defender can be:

- No further than 1/3 the distance on the line between his/her check and the ball (Approximately 2 metres from their check)
- No further than 1/3 the distance on the line between his check and the basket.

The defender can be in an open or closed stance. A player may hedge or stunt but if they remain stationary in the restricted area it will be deemed an illegal defense.



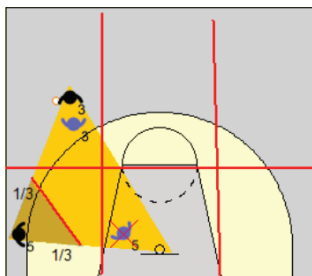
In this example the defender is stationary. Although he/she is still only 1/3 of the distance off the line between the ball and his/her check, he/she is clearly more than 1/3 of the distance to the basket and not within ~2 metres of his/her check. This would be considered an illegal defense as the player is out of position.



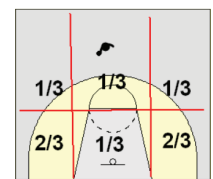
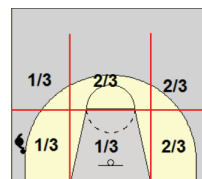
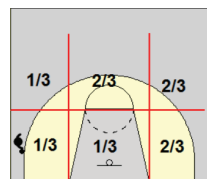
When a defender is in a grid diagonally to or not touching the grid with the ball in it, the defender can be:

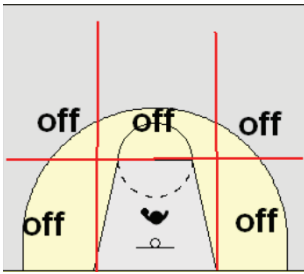
- No further than 2/3 the distance on the line between his/her check and the ball
- No further than 2/3 the distance on the line between his check and the basket.

This means a player can assume a good help position in the key with two feet in the centre grid and be in a legal defensive position. The helpside defender may also impede the offense player on the other side of the court from driving to the basket but two players may not trap the ball carrier after halting that drive by rotating and individually guarding a player.



In this example the defender is guarding the basket which means he/she is more than 2/3 of the distance between his/her check and the basket. As before, the defender is allowed to be stunting in and out of the restricted area. They cannot remain stationary.



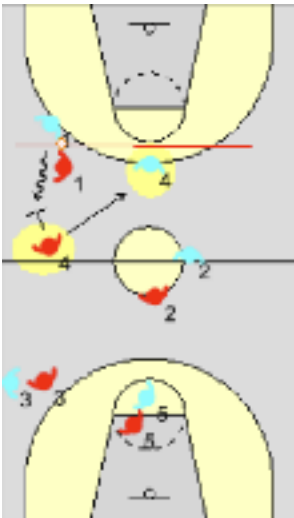


The restrictions on zone defence will be considered off when:

- The ball is passed into the key
- Penetration towards the basket occurs by the dribble
- A shot is taken
- An offensive rebound is gained. Once the offence re-establishes their formation the zone rule is back on.
- Teams use extreme offensive formations to play on the edges of the rules. It is not the offensive coach's role to expose zone defences.

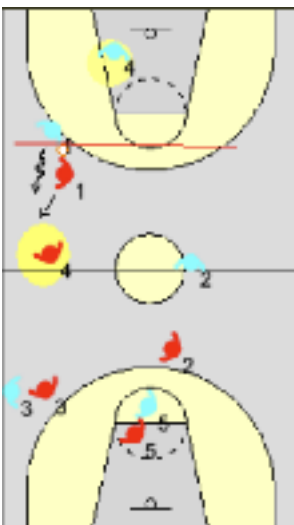
If an offensive player is in the grey area between two grid lines, the leeway will go to the defender, as if he/she should be in the 1/3 or 2/3 position.

4. Full Court Details



In this example defender #4 move to double team the ball which is deemed illegal. As offensive player #4 moves in front of the ball, defender #4 must observe the 1/3, 2/3 rule as designated by the arrow in the diagram. If a player continues in a double team and doesn't pick up their check, they will be considered to be playing a zone.

Help defense and rotations are allowed, but must come out of player to player principles.



Players may fall back to a designated pick up point. Players may defend the basket until defensive help arrives. Defenders whose offensive check trails behind the ball may defend in front of the ball. Once their check passes the ball handler the 1/3, 2/3 rule comes into effect.

Defender #4 is able to shadow ball handler #1 since his/her check #4 is trailing behind the ball in transition but must not double team.

The players in front of the ball are observing the 1/3, 2/3 rule.