



IRON COURTS

Iron Courts Rec League Rules - Official/Referee Use

PK/K Division (4-6 year olds) 1/2nd Grade Division (6-8 year olds)

Uniform	Iron Courts League Reversible Uniform
Ball Size	27.5 (Size 5)
Rim Height	PK/K: 8 feet 1/2nd: 9 feet
Game Length	8 min quarters. Running clock. Clock stops at the last minute of the game unless there is a 10 point or more deficit.
Timeouts	Three (3) :30 second timeouts for the entirety of regulation. 1 timeout per team in 1st overtime. Timeouts do not carry over from regulation.
Fouls	Individual player fouls are not recorded, only team fouls. PK/K: 1 shot for 2 pts. 1/2nd: 1 and 1 at 7 team fouls. Double bonus at 10 team fouls. Foul shots taken from 13'6" (first hash from free throw line) In the last minute of the game, players will shoot <u>2 free throws</u> for all fouls.
Defense	PK/K: 4v4 1/2nd: 5v5 • Only half court man-to-man defense allowed • Can only steal the pass, no on ball steals off the dribble. If the ball is stolen from the offensive player off the dribble, the ball is returned to that player outside the lane. • 20 point margin - points aren't added to scoreboard (score at time of 20 pt margin will be recorded)
Technical Fouls	Automatic 2 pts plus ball.
Coaches	2 coaches per team are allowed on the bench. Only the coach on the court may stand and address the referee. <u>Coaches must remain in the designated coaches box during the duration of the game.</u> This designated coaches box is subject to the Director of Player and Referee Education's discretion.
Regulation/Overtime	Both Regulation and Overtime games will start with a jump ball at center court. Regular Season: 1st overtime: 2 minutes. If there is no winner, the game ends in a tie. Playoffs: 1st overtime: 2 minutes. 2nd overtime: Sudden victory
Referees/Violations	To encourage learning and development, officials will use a three-chance warning system for traveling and double dribbling violations: • 1st offense: Verbal warning. • 2nd offense: Verbal warning. • 3rd offense: Call traveling and award possession to the opposing team. The goal is to help young players learn the rules while allowing them opportunities to develop their skills.



3rd/4th Grade Division (8-11 year olds)

Uniform	Iron Courts League Reversible Uniform
Ball Size	28.5 (Size 6)
Rim Height	10 feet
Game Length	18 min halves. Running clock. The clock stops during the last minute of the second half.
Timeouts	Three (3) :30 second timeouts for the entirety of regulation. 1 timeout per team in 1st overtime. Timeouts do not carry over from regulation.
Fouls	6 personal fouls. 1 and 1 at 7 team fouls. Double bonus at 10 team fouls. Foul count resets at halftime.
Defense	3rd/4th: • Can steal the ball off the dribble and pass. • Man-to-man defense only. No double-teams, but help-side defense is encouraged to play in the gap/deny the pass. • 15+ point margin - no press • 30 point margin - points aren't added to scoreboard (score at time of 30 pt margin will be recorded) • 5 second closely guarded rule is in effect during the entirety of the game • Full court press allowed in the last 2 mins only 1st and 2nd violation: Warning 3rd offense: Warning or technical foul at referee's discretion Repeated offenses: Referee's discretion. Speak with the Site Supervisor or the League Director.
Technical Fouls	Automatic 2 pts plus ball.
Coaches	2 coaches per team are allowed on the bench. Only 1 coach can stand on the sidelines and address the referees.
Playing Time / Forfeits (5v5)	If a team does not have enough players to start the game (minimum of 5 total), the game will result in an automatic forfeit. However, the game will resume only if the opposing team has enough players to even the teams for substitutions, ensuring a fair game. The game will still be ruled a forfeit for the team lacking enough players.
Regulation/Overtime	Both Regulation and Overtime games will start with a jump ball at center court. Regular Season/Playoff: 1st overtime: 2 minutes 2nd overtime: Sudden victory 1 timeout per team in 1st overtime. Timeouts do not carry over from regulation.



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5th/6th Grade Division (10-13 year olds)

7th/8th Grade Division (12-15 year olds)

Uniform	Iron Courts League Reversible Jersey
Ball Size	5th/6th Grade Division: 28.5 (Size 6) 7th/8th Grade Division: 29.5 (Size 7)
Rim Height	10 feet
Game Length	18 min halves. Running clock. The clock stops during the last minute of the second half.
Timeouts	Three (3) :30 second timeouts for the entirety of regulation.
Fouls	6 personal fouls. 1 and 1 at 7 team fouls. Double bonus at 10 team fouls. Foul count resets at halftime.
Defense	• Can steal the ball off the dribble and pass. • Any defense or press allowed. • 15+ point margin - no press • 30 point margin - points aren't added to scoreboard (score at time of 30 pt margin will be recorded) • 5 second closely guarded rule is in effect during the entirety of the game 1st and 2nd violation: Warning 3rd offense: Warning or technical foul at referee's discretion Repeated offenses: Referee's discretion. Speak with the Site Supervisor or the League Director.
Technical Fouls	Automatic 2 pts plus ball.
Coaches	2 coaches per team are allowed on the bench. Only 1 coach can stand on the sidelines and address the referees.
Playing Time / Forfeits (5v5)	If a team does not have enough players to start the game (minimum of 5 total), the game will result in an automatic forfeit. However, the game will resume only if the opposing team has enough players to even the teams for substitutions, ensuring a fair game. The game will still be ruled a forfeit for the team lacking enough players.
Regulation/Overtime	Both Regulation and Overtime games will start with a jump ball at center court. Regular Season/Playoff: 1st overtime: 2 minutes 2nd overtime: Sudden victory 1 timeout per team in 1st overtime. Timeouts do not carry over from regulation.