

STEEL CITY BIDDY BASKETBALL
RULES AND REGULATIONS

Steel City Biddy Basketball has rules that must be implemented according to the biddy basketball rules and regulations. Listed below are some of the key highlights that should be followed for each division.

5-6 Division

- All players must play min of 1 full quarter
- 6 min quarters running clock
- No full court press
- 5 seconds in the lane
- Coaches may go on court to assist when needed
- Rims lowered to 8 Ft
- Junior Ball Rubber 27.5"
- Overtime – First basket wins
- 20 point lead must be in the box otherwise it will be a 2 shot technical
 - Running clock

7-8 Division

- All players must play a min of 1 full quarter
- 6 min quarters running clock
- 2 min in 4th quarter stop clock
- No full court press until the 4th quarter
- 5 seconds in the lane
- Rims lowered to 8 Ft 6 in
- Junior Ball Rubber 27.5"
- Overtime – 2 minutes
- 20 point lead must be in the box otherwise it will be a 2 shot technical
 - Running clock

9-10 Division

- All players must play a min of 1 full quarter
- 6 min quarters running clock
- 2 min in 4th quarter stop clock
- No full court press until the 3rd quarter
- 3 seconds in the lane
- Rims lowered to 9 Ft
- Official Ball Rubber 28.5"
- Overtime - 3 minutes
- 20 point lead must be in the box otherwise it will be a 2 shot technical
 - Running clock

STEEL CITY BIDDY BASKETBALL
RULES AND REGULATIONS

11-12 Division

- All players must play a min of 1 full quarter
- 8 min quarters running clock
- 2 min in 4th quarter stop clock
- Full court press all quarters
- 3 seconds in the lane
- Regulation Rims 10 Ft
- Official Ball Composite Leather 28.5"
- Overtime – 3 minutes
- Optional: 20 point lead must be in the box otherwise it will be a 2 shot technical
 - Running clock

13-14 Division

- All players must play a min of 1 full quarter
- 8 min quarters running clock
- 2 min in 4th quarter stop clock
- Full court press all quarters
- 3 seconds in the lane
- Regulation Rims 10 Ft
- Regulation Ball Composite Leather 29.5"
- Overtime – 3 minutes
- Optional: 20 point lead must be in the box otherwise it will be a 2 shot technical
 - Running clock