

MICRO MIDGET RULES
2010 SEASON

- 1) MICRO MIDGET PLAYERS USE 27.5 INCH BALL.
- 2) PLAY WILL BE ON AN 8 FT GOAL.
- 3) THE FREE-THROW LINE WILL BE AT THE 5FT. LINE.
- 4) UNIFORMS MUST BE OF SIMILAR COLOR WITH A NUMBER.
- 5) GAME CONSIST OF FOUR 6 MINUTE QUARTERS.
- 6) EACH PLAYER IS ALLOWED FIVE FOULS PER GAME.
- 7) EACH TEAM GETS FOUR TIME-OUTS PER GAME (RECEIVE ONE MORE DURING OVERTIMES)
- 8) LINE-UPS ARE DUE TO SCOREKEEPER 10 MINUTES BEFORE GAME TIME.
- 9) EACH PLAYER MUST PLAY AT LEAST 6 MINUTES IN THE GAME.
- 10) PLAYERS ENTERING THE GAME MUST CHECK IN AT SCORERS TABLE.
- 11) GAME BEGINS WITH 5 PLAYERS ON COURT PER TEAM.
- 12) ONE COACH IS ALLOWED ON COURT PER TEAM.
- 13) COACH MUST STAY OUTSIDE THE THREE (3) POINT LINE.
- 14) COACH CAN NOT TOUCH PLAYERS DURING PLAY.
- 15) ONE COACH ALLOWED ON THE BENCH WITH THE TEAM.
- 16) ONCE A DEFENSIVE TEAM SECURES A REBOUND EVERYONE MUST GO DOWN COURT.
- 17) THERE WILL BE NO DEFENSE UNTIL THE BALL CROSSES THE THREE (3) POINT LINE.
- 18) AT THE BEGINNING OF HALF-TIME EACH TEAM WILL HAVE EVERY PLAYER ON THE TEAM SHOOT ONE FREE-THROW.
- 19) THE TEAM WILL RECEIVE ONE POINT FOR EACH FREE-THROW MADE.
- 20) HALF TIME WILL BE 6 MINUTES LONG.
- 21) **A TEAM LEADING BY 15 POINTS OR MORE MUST REMOVE THEIR LEADING SCORER UNTIL THE SCORE IS DOWN TO 8 OR LESS. IF TWO PLAYERS HAVE THE SAME AMOUNT OF POINTS THEY BOTH MUST COME OUT.
- 22) A PLAYER IS ALLOWED FOUR STEPS WITH THE ATTEMPT TO DRIBBLE THE BALL.
- 23) CAN PRESS LAST 2 MINUTES OF 4TH QUARTER.
- 24) COACHES, PLAYERS, AND FANS SHOULD RESPECT OFFICIALS AND SHOW GOOD SPORTSMANSHIP AT ALL TIMES.....