

CTAA Intermediate Basketball Rules

The CTAA Intermediate Basketball league follows all the rules set out by [FIBA](#) which include (or with the exception of) the following:

Set-Up	<ul style="list-style-type: none"> - Home team provides adult referees and scorekeepers. If referees are high school volunteers, please ensure there is an adult available to assist if needed. - Use a Size 6 Basketball. - If your court does not have lane markers for where players should stand during foul shots, please put down some tape to mark the lanes.
Timing	<ul style="list-style-type: none"> - 2 x 12-minute halves -stop time - Last two minutes of the game – clock stops on a made basket. - Overtime periods are 3 minutes stop time.
Fouls	<ul style="list-style-type: none"> - Team fouls are calculated each half to a total of 7 and are reset after each half. On the 7th team foul, the player fouled will be awarded two free throws. - Players are allowed 5 personal fouls (throughout the game). On their 5th personal foul, they are removed from the game. - Technical/Unsportsmanlike Fouls - Automatic one-game suspension for the disqualification of any player or coach for technical/unsporting fouls. Any player or coach who accumulates three T/U fouls in a season will be suspended for one game. This applies to all games (including regular season, playoffs, and tournaments).
Time Outs	<ul style="list-style-type: none"> - 2 x 60 second time outs per half. - Overtime 1 x 60 sec per OT period, no carry over. - Time outs may be called only by a coach and only on a dead ball (after a whistle) or after the opposing team has scored a basket. If the team entitled to the ball in the back court requests a time out with 2:00 or less remaining in the game, the team will have the option of moving the ball to the frontcourt at the throw in line.
Violations	<ul style="list-style-type: none"> - Over and back rule and 8 seconds (to cross half) rule should be decided by both coaches before the game begins and should depend on the size of the gym being used for the game. - 3 seconds rule – a player shall not remain in the opponents' key for more than three consecutive seconds while their team is in control of the ball. - 5 second inbound rule – players have five seconds to inbound the basketball to a teammate. Ensure that players have ample room to throw the ball into play. - Shot clock and 3-point shots are not in play at all.
Full Court Press/Zone Defense	<ul style="list-style-type: none"> - Full court man-to-man or a full court zone press will not be permitted by a team that is winning by 20 or more points. Officials will be told to give a warning on the first offense followed by a technical foul on the second offense.

	- There is no rule against using a zone defense in Intermediate Basketball. Man-to-man defense is encouraged for skill development but using a zone defense is permitted.
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As a coach, it is part of your responsibility to ensure that everyone (players, coaches, officials, spectators) has an enjoyable season. You are responsible for your players at all times.