

TYBA - Jamboree Rules Matrix

	3rd/4th	5th	6th	7th/8th
Hoop Height	10'	10'	10'	10'
Ball Size	3rd Grade: 27.5" 4th Grade: 28.5"	28.5"	28.5"	Boys: 29.5" Girls: 28.5"
Game Length	10-minute Running Quarters. Stops for TOs	10-minute Running Quarters. Stops for TOs	10-minute Running Quarters. Stops for TOs	10-minute Running Quarters. Stops for TOs
Time-outs (TOs)	One 1-minute per half	Two 1-minute and two 30-second per game	Two 1-minute and two 30-second per game	Two 1-minute and two 30-second per game
Substitutions	At mid-quarter, quarter-end, TOs, injury, or foul-outs	Any dead ball	Any dead ball	Any dead ball
Backcourt	None	Any time within a 15 point spread	Any time within a 15 point spread	Any time within a 15 point spread
Defense/Offense	No Zone; No Double Teams, except in the key; No extreme isolation offense	No Zone; No extreme isolation offense	Coach's discretion	Coach's discretion
In the Key	5 seconds allowed	3 seconds allowed	3 seconds allowed	3 seconds allowed
Closely Guarded	No 5-second Rule	5-second Rule applied	5-second Rule applied	5-second Rule applied
Free Throws (FTs)	12' FT Line (3' inside); rebound on rim contact	15' FT Line; rebound on release	15' FT Line; rebound on release	15' FT Line; rebound on release
Overtime	No OT	One 2-min stop clock OT only. No Timeouts		
Combined Grades	Any combined grades use the higher grade level rules			
Score Keeping	Scoreboard & scorebook for points and fouls are kept for every game			
Volunteer Help	Home = scorebook; Visiting = scoreboard			

*All other rules will follow the OSAA Rule Book - Yellow Highlight different from SMRL Rules Matrix