RULE 6
Playing Regulations

Section 1. The referee shall start the game by tossing the ball up between two opponents, as provided in Section 3 of this rule.

PLAYING TIME

Teams whose players are of college age shall play four quarters of 7½ minutes each, with an intermission of 10 minutes between the second and third quarters, and 2 minutes each between the first and second, and third and fourth quarters.

Teams whose players are of high school age shall play four 5-minute quarters, with 1 minute intermission between the first and second, and between the third and fourth quarters, and a 10-minute intermission between the second and third quarters.

For players fourteen years and under, the quarters shall be 4 minutes, with 2-minute intermissions between quarters and 10-minute intermission between the second and third quarters.

Section 2. The ball may be passed, batted, bounced, rolled, thrown, or dribbled in any direction.

PUTTING BALL IN PLAY

Section 3. The ball shall be put in play by a jump ball in the inner court (except as otherwise provided in these rules):

(a) At the beginning of each quarter and of each extra period;

(b) After held ball on or inside of free throw line;

(c) After a free throw following a technical foul, or after the last free throw following a technical foul, if more than one has been called;

(d) After the last free throw following a double foul, in the following manner:

POSITION OF JUMPERS ON HELD BALL

The referee may choose any advantageous area in the inner court to toss ball, and each jumper shall stand with both feet in the inner court, 6 feet from the free throw line. The referee shall then toss the ball upward between the two jumping players, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the jumping players after it reaches its highest point. If it touches the floor or ground without being tapped by at least one of the jumpers, the referee shall put it in play again in the same place.