

Addison Girls Sports Program

Basketball League Rules- 2012

All participants will adhere to these AGSP League Rules. All other rules not defined here will be subject to IHSA official Basketball Rulebook.

1. Length of the game:

- a. All games will be 4, 8-minute quarters using a running clock with the exception of the last minute of the first and second half and the last minute of overtime where a stop clock will be used. During running clock periods the ref will stop the clock for injuries, free throws, and time outs. For 3rd/4th graders only the ref will also stop the clock at the approximate 4 minute mark for substitutions.
- b. There will be 1 minute between quarters.
- c. Halftime will be 4 minutes. Each team is allowed 2 timeouts per half. They do not carry over to the next half. Each team is allowed 1 timeout for the overtime period.
- d. Overtime will consist of a three minute period. The first two minutes will be a running clock and the last minute will be a stopped clock. If the game is still tied, sudden death overtime will be played.
- e. If a team is not ready for tip off by 5 minutes after the scheduled start time of their game, that team shall forfeit the game. Ready is defined as a team having 4 able players physically present and eligible to play on the floor by 5 minutes after the scheduled start time, if not that team shall forfeit the game. In the event one of the teams only has 4 players, games will be played 4 on 4, unless the coaches from both teams agree to balance the teams with player loan from the opposing team. If additional players arrive after a game has started they will be permitted to play but the time they missed will be considered time played.

2. Substitutions:

- a. Coaches must hand in a written roster to the scorekeeper prior to each game identifying one head coach name, assistant coach, name and number of starting players, and name and number of bench players.
- b. 3rd/4th grade free substitutions are NOT allowed. Players may sub in only at the following points: 1. dead ball period in between quarters, 2. dead ball period when the ref stops the clock at the approximate 4 minute mark of each quarter, or 3. to replace an injured player.
- c. 5th/8th free substitutions ARE allowed.
- d. The scorer's table will serve as the official tracker of player time for both teams. No player may play more than 26 minutes when their team has 7 or more players present for that game. All players must play a minimum of 16 minutes unless a player: 1. is injured (injury time = playing time), 2. fouls out, or 3. is in foul trouble (meaning 3 or more fouls before the 4th quarter). Head coaches are responsible for tracking and managing playing time of each player.

e. If time is stopped for an injured player, that player must be taken out of the game. The injured player may return to the game at the next dead ball.

f. All players must report their number at the scorer's table and the number of the player they are substituting, ex #1 for #22.

3. Defense:

a. Open defense at each level. Each team can either play man to man or zone defense.

b. Defense in the Backcourt.

1. 3rd/4th Grade teams will NOT be allowed to press. The defensive team may not pick up their player until the offensive players feet and ball are across center court.

2. 5th/6th Grade teams will be allowed to press in the last 2 minutes of the game only. Otherwise the defensive team may not pick up their player until the offensive players feet and ball are across center court. If a team is up by 10 points that team may not press in the last 2 minutes of the game, however the team down by more than 10 points may continue to press. Once the 10 point margin has been diminished both teams may press until one team goes up by 10 or more points.

3. 7th/8th Grade teams will be allowed to press the duration of the game. A team may not press if they are up by 10 points or more. If a team is up by 10 points that team may not press, however the team down by more than 10 points may continue to press. Once the 10 point margin has been diminished both teams may press until one team goes up by 10 or more points.

4. Free Throws:

a. 3rd/8th Grade – regulation Height 10 feet. Game ball size 28.5

b. 5th/8th Grade – 15 foot free throw line.

c. 3rd/4th Grade – 12 foot free throw line. 3rd/4th Grade also uses the halftime free throw feature:

1. Each team will shoot an equal amount of free throws during halftime. For example if one team has 7 players and the other team has 9 players, each team has to shoot 9 shots. Every player gets at least 1 free throw at halftime. These points count towards the score.

5. Offense:

a. Offensive player has 10 seconds to get the ball over the half court line.

b. Offensive player has 5 seconds to bring the ball in bounds.

c. Lane Violations - 3rd/4th Grade – 5 seconds.

d. Lane Violations 5th/8th Grades – 3 seconds.

e. Bonus free throwing. Bonus: 3rd/6th grade will shoot bonus (1 and 1) on the 10th team foul and super bonus (2 shots) on the 15th team foul. 7th/8th grade will shoot bonus (1 and 1) on the 7th team foul and super bonus (2 shots) on the 10th team foul.

6. Conduct:

- a. There must be one and only one designated head coach at the beginning of each game. Only the head coach may speak to or ask questions of the referees. Any comments by assistant coaches or players may result in a technical foul. The head coach is the only member on the team's bench that can stand during a game while remaining within their respective coaching box which shall not extend beyond the free throw line. If a coach violates his/her coaching box privilege, the referee will issue them ONE warning. After that, a direct technical foul will be called for each offense.
- b. Team benches are for coaches and players only. Only two coaches are allowed on the bench during games.
- c. The officials may remove any player or coach from a game for unsportsmanlike conduct including inappropriate language. Additional action may follow per AGSP Conduct Guidelines.
- d. Team coaches are responsible for the conduct of their players, parents, and visitors. If an official finds their conduct disruptive to the game, the following courses of action may be taken: 1. first, warning to the team head coach, 2. second, a technical foul against the team, or 3. third, person asked to leave gym facility.
- e. Two (2) technical fouls on a coach or player will result in a player pulled out for the remainder of the game or coach asked to leave the gym.
- f. Three (3) technical fouls on a team in a given game shall constitute a forfeit.
- g. Players are expected to participate at practices and games. If player will be late or unable to make a practice or game the player must notify the head coach in advance. Consistent failure to do so may result in decreased playing time or non-participation for a specific game.
- h. Players are responsible for clearing practice and play area of debris prior to leaving the facility.
- h. No wearing of any jewelry or metal hair braids during practices or games.

7. Officials:

- a. 3rd/8th Grades – one official will be used for each game.
- b. If no official is present to officiate a game by start time then the game will be officiated by one of two options. 1) a spectator both coaches agree to can officiate the game and the game will be considered official, or 2) the coaches agree to officiate the game together and the game will be considered official. If no agreement is reached by the head coaches then there will be no game and it will be recorded as a lost for both teams.
- c. Head coaches from both teams are to have a copy of these rules present with them at each game.
- d. No play, win, lost protests are allowed. Referee's decision is final.

Mandatory: Visiting team must call home team coach week of game to confirm game date and time. Visiting team is the team listed 1st on the game schedule. Ex Bulls vs. Knicks, Bulls is the visiting team.