

The Gym's **3rd Grade Boys' and Girls' League Rules**

No food or drink, except water in bottles, may be brought into our facility.

Please do not bring basketballs into our facility as balls are provided for games held at The Gym.

ADMISSIONS

Adults - \$1.00

Children under age 18 – .50

Children 5 and Under – Free

Family (immediate family only) - \$2.00

THIS IS A COMPETITIVE LEAGUE

Players may not wear earrings and other piercings, watches, necklaces, bracelets, etc.

Coaches, have your players arrive twenty minutes prior to game time. If the opportunity arises, we may start games as much as fifteen minutes early. This helps to compensate for overtime games and assists those teams that play late to get home at a decent time.

MANDATORY PARTICIPATION

Each player must play half of the games. Violations of participation rules are very serious and could lead to immediate suspension or permanent termination of coaching privileges.

PLAYERS MISSING PRACTICE

If a player does not come to practice on a regular basis or is a discipline problem, the head coach will have the authority to grant less than required playing time. Coach must follow this procedure:

- 1) Coach explains the problems to the player and parents
- 2) If the problem persists, the head coach notifies THE GYM and obtains permission to withhold playing time.
- 3) The head coach notifies the player and parent of the discipline.

COACHES Only the head coach and one assistant coach are allowed on the bench.

SPORTSMANSHIP

Coaches, players and spectators will not argue judgment calls with an official under any circumstances. Unsportsmanship-like behavior will not be tolerated. Violations of this rule can result in the immediate suspension and/or permanent termination of coaching, spectating and/or playing privileges. *The Gym* makes all decisions regarding violations of this rule. These decisions are final and cannot be appealed.

PROTESTS

Only the head game coach may make a protest. Protests may be made only when a team uses an ineligible player. A protest may be made only during the game, not after the game, and the referees MUST be notified when the infraction is discovered. Once the referee and opposing coach are notified, the game will continue under protest.

Within one hour after the end of the game, the protesting coach must submit the protest in writing with a \$25.00 fee to the league coordinator. The league coordinator will make a ruling within twenty-four hours. If the ruling is against the protesting coach, the protest fee is forfeited, and the game results stand. If the ruling is in favor of the protesting coach, the fee will be refunded, and the protesting coach's team wins the game.

Teams using ineligible players may be banned from further play.

GAME RULES

- 1) Ball Size: Intermediate 28.5
- 2) Jump Balls: None. First possession is Home Team, then alternating possession
- 3) Basket Height: 9 Feet
- 4) Substitutions: Free on any dead ball, players need to check in at scorer table
- 5) Game Time: Two, twenty minute running halves; clock stops the last minute of each half.
- 6) Pressing: None, drop back to first Red Line past half court
- 7) Defense: Man-to-man only (no wrist bands) no double teams outside the free throw lane, switching is allowed
- 8) Free Throws: Free throw line is 14 feet, the shooter can jump across the line after the release, however, they cannot immediately pursue the rebound; the shooter needs to wait until after the ball hits the rim.
- 9) Timeouts: Two full and one-25 second per game
- 10) Mercy Rule: At any point in the second half of the game there is a twenty point difference in the score, the clock will run continuous and stay continuous throughout the rest of the game. The exceptions are timeouts and free throws in the last minute of each half (not quarters).
- 11) Overtime: The first overtime is one minute. The first possession in overtime is determined by a jump ball and then alternating. Each team is allowed one-25 second timeout. The second overtime is sudden death. The first possession in the second overtime is determined by a jump ball and then alternating. Each team is allowed one-25 second timeout. Unused timeout do NOT carry over.