

# *The Gym's* **5<sup>th</sup> Grade Girls' Fall 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 and practices held at The Gym. Coaches and/or players must bring their own basketballs to practices held away from The Gym.**

## **ADMISSIONS**

**Adults - \$1.00**

**Children under age 18 – 50 cents**

**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 the equivalent of one full quarter. 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 playing time in the next game or games.

The coach must follow this procedure:

- 1) Coach explains the problem to the player and parents.
- 2) If the problem persists, the head coach notifies *The Gym* and obtains permission to play the player less than required.
- 3) The head coach notifies the player and parents of the amount of playing time for the next game(s).

## ***COACHES***

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

## ***GAME TIME***

- 1) Basket Height  
10 feet.
- 2) Ball Size  
Intermediate
- 3) Substitutions

- Free
- 4) Length of Quarters  
Six minutes.
- 5) Free Throw Line Distance  
Regular
- 6) Pressing  
Your team may press anytime unless your team is up by 20 or more points.
- 7) Possession  
Jump ball – then alternating.
- 8) Defense  
Any.
- 9) Timeouts  
Two full and one-25 second per game.
- 10) Mercy Rule  
At any point in the game that there is a twenty-five 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.

## ***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 referees 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.