

Girls Inter-Village Basketball League Rules 2016

Barrington, Bartlett, Dundee, Hanover Park, Hoffman Estates, South Barrington & Streamwood

All participants will adhere to these Inter-Village League Rules.

All other rules not defined here will be subject to IHSA/NFHS official Basketball Rulebook.

1. Conduct:

- a. The officials may remove any player or coach from a game for unsportsmanlike conduct, including inappropriate language. In severe cases, the League Administrator may remove a player or coach from league play.
- b. Team coaches are responsible for the conduct of their players, parents and spectators. If an official finds their conduct disruptive to the game, the following courses of action may be taken:
 1. First Warning to the team coach.
 2. Second Technical foul against the team.
 3. Third Forfeiture of the game.
- c. Three (3) technical fouls on a team in a given game shall constitute a forfeit.
- d. Two (2) technical fouls on a coach or player will result in disqualification and the coach/player will be asked to leave the gym and will be suspended from coaching/participating in the next scheduled game.
- e. If a coach or a parent is removed from a game, their child must leave the game and facility with that parent.

2. Length of the game:

- a. 3rd/4th Grade Games 4 x 6 minute quarters Stopped clock.
- b. 5th /6th grade games 4 x 6 minute quarters Stopped clock.
- c. 7th/8th Grade Games 4 x 10 minute quarters Running clock.
(The clock will stop on all whistles in the last 2 minutes of the 2nd half unless a team, is up by 10 points)
- d. Overtime will consist of a three-minute period. The first two minutes will be a running clock. If the game is still tied, sudden death overtime will be played. Each team will be allotted one time out in overtime, and sudden death. Time outs do not carry over.
- e. 1 minute break between quarters.
- f. 3 minute break at half time.
- g. A team is allowed 5 minutes after the scheduled starting time to field a team with at least 4 roster players. If a team only has 4 roster players at game time, the opposing team will only be allowed to use 4 players also (no double-teaming is allowed).

3. Timeouts:

- a. Each team is allowed 2 timeouts per half. An unused 1st half timeout does not carry over into the 2nd half. A 2nd half unused timeout does not carry over into overtime.
- b. Each team is allowed 1 timeout for the overtime period.

4. Substitutions: Coaches will only be allowed to substitute players:

- a. At the ½ way mark of each quarter (once the ball is dead or a scoring play is not in process) or
- b. At the beginning of each quarter or
- c. If a player is in foul trouble (It must be at least two fouls in the first quarter, three fouls in the first half, four fouls in the third quarter, five fouls in the fourth quarter.) or
- d. If a player is hurt or
- e. If a player receives a technical foul.

5. Each player must play at least half the game. Coaches violating this rule will forfeit the game. This decision will be left up to the scorekeepers and the league administrator. **(Coaches if you have less than ten players, please do your best to play every player equally.)**

6. If a player is injured and **the coach must go onto the court** to tend to the player, then **that player must be taken out of the game**. The coach may substitute any bench player for the injured. **The playing time is still counted as the injured players playing time**. The **earliest the injured player may reenter the game for the substitute player is at the next dead ball**. A coach cannot make up time for an injured player.

7. Defense:

- a. 3rd/4th Grade teams:
 - 1. Not allowed to press.
 - 2. Must play person to person defense (no zone).
- b. 5th/6th Grade teams:
 - 1. Can press last 2 minutes of the game, except when up by 10+ points.
 - 2. Must play person to person defense (no zone).
- c. 7th/8th Grade teams:
 - 1. Can press the entire game, except when they are up by 10+ points.
 - 2. May play zone or person to person defense.
- d. When pressing is not allowed, the defensive players must wait behind the extended 3 point line until the offensive player is completely across the half court line (ball & both feet) before they can play defense.

8. Free Throws:

- a. 3rd/4th Grade Approximately 12 ft.
- b. 5th/6th Grade Regulation (15 ft.)
- c. 7th / 8th Grade Regulation (15 ft.)

9. Fast Break:

- a. **3rd/4th Grade-** Fast break is not allowed. The player in control of the ball can only start to advance the ball up the court once the defense has cleared and is back on defense.
 - 1. **Procedure if a player does fast break-** the referee will blow the whistle and the offensive team will be required to pass it in-bounds to resume play.
- b. **5th/6th Grade-** A team will be allowed to fast break and steal, except when up by 10+ points. Once a team is up by 10+ points the player in control of the ball must not make any attempt to advance the ball and defense must immediately drop back. If a team or player makes ANY attempt to fast break, the defensive team will be allowed to play defense in the backcourt (person to person). In order for the defense to be forced to drop back (in the opinion of the official) the player in control of the ball must not make any attempt to advance the ball, e.g., securing a rebound and waiting for the defense to clear, or dribble up the court.
 - 1. **Procedure if a player does fast break-** the referee will blow the whistle and the offensive team will be required to pass it in-bounds to resume play.
- c. **7th/8th Grade-** teams are allowed to fast break given the opportunity.

10. Stealing:

- a. **3rd/4th Grade-** The defensive team can steal the ball once an offensive player brings the ball past the half court line.
- b. **5th/6th Grade-** The defensive team can steal the ball once an offensive player brings the ball past the half court line.
- c. **7th/8th Grade-** Teams are allowed to steal at any time given the opportunity.

11. Offensive Lane Violations:

- a. 3rd/4th Grade- 5 seconds
- b. 5th/6th Grade- 3 seconds
- c. 7th/8th Grade- 3 seconds

12. 3-point shots:

When there is a 3 point line, 3-point shots will be counted for all grades.

13. Equipment

- a. 3rd/4th Grade
 1. 27" Junior basketball
 2. 8.5 ft. rim
- b. 5th/6th Grade
 1. 28.5" Women's basketball
 2. 10 ft. rim
- c. 7th/8th Grade
 1. 28.5" Women's basketball
 2. 10 ft. rim
- d. No jewelry is to be worn. (Medical alert bracelets, necklaces or religious items are not considered to be jewelry, but must be secured to the body)

14. Player Movement

- a. Teams must have a minimum of 5 players to start a game.
- b. If a coach anticipates having less than 6 girls prior to game day, additional players can be pulled from across the division, or from the division below. Coaches can only pull players from within the league. Coaches cannot pull from outside the league. Coaches cannot pull girls if they are committed to another game. Coaches may only contact players until 8 players have confirmed. Coaches must confirm the addition of girls with the opposing coach prior to game day to ensure that penalties are not sustained on game day as a result of ineligible players.

15. Roster Challenge

Teams may challenge another team if they feel as though ineligible players are participating. Challenges must always go through the scorekeepers table, and never directly to the opposing coach. Scorekeepers will consult the rosters they have in their site binders. If a player is found to be ineligible, the illegal player and coach will be ejected from the game, and may be subject to additional penalties. If the challenging team loses the challenge, they will be penalized a time-out.

Mandatory: Visiting team must call home team to confirm each game