

G.H.A.A.
1st - 2nd/3rd Basketball League Rules

1. A team should have five members ready to play in order to start a game, however, a team may finish a game with fewer than five players due to foul outs, injuries, etc. Coaches will decide if they want to match up with same # of players.
2. Players must wear team shirts and gym shorts to play. At this time, the GHAA does not track individual player fouls and relies upon the coaches to ensure equal playing time.
3. Each player must play a minimum of three consecutive minutes each six minute quarter. The clock will be stopped every three minutes for this purpose. **THIS IS NOT A TIME-OUT PERIOD - GET YOUR PLAYERS IN & OUT.** The clock will also be stopped when substitution is permitted for injury or foul-out. Five fouls disqualifies a player.
4. A player not present or ready to play at game time must sit the remainder of the 6 minute quarter they arrived in. Player may play in the following 6 minute quarter provided that player is ready and is entered into the officials score book. After arrival of late player, coach will try to follow playing time summary below for total team playing time.
The following playing time summary should be followed:
5 players - all players play all periods
6 players - all play 6 periods, 3 play 7 periods
7 players - all play 5 periods, 5 play 6 periods
8 players - all play 5 periods
9 players - all play 4 periods, 4 play 5 periods
10 players - all play 4 periods
5. If a player is substituted mid-period because of injury or the fouling out of another player, this partial period does not count towards the replacement player's total number of periods played.
6. Games will consist of four six minute quarters. The clock will stop on referee whistles, extended delays, and after each three minutes for substitutions. Time between halves will be five minutes. The regular score board clock will be used for all games. Warm up time may be minimal depending upon completion of previous game.
7. **27.5 inch basketballs will be used.**
8. Portable rims of 8-foot height will be used at MGS. Rims will be lowered to their lowest possible height for games at GHES.
9. After a missed shot defensive rebound or a made basket, defenders may not initiate a defense until the offensive player has crossed the "defense" line (approx. 8 ft across ½ court). After crossing ½ court, the offensive player is allowed a count of 5 seconds to force a play or cross the "defense" line. One warning for this violation will be issued. A turnover will result after the initial warning.
10. Fast breaks are only allowed if the ball is stolen. During a fast break, any defender may defend any opposing offensive player on the "break". Defense may start at the point the break is initiated. If the offensive team pulls back from the fast break and sets up their offense, the defense will be allowed to match up. Note: This is definitely a judgment call, and very difficult for the referees.
11. Each team will be provided with five (5) separately colored wristbands. Players will be matched accordingly to ability before each period. To eliminate the delay in player exchange, coaches will prearrange the incoming sets of players in the order of red, white, blue, yellow, and green wristbands in descending level of overall ability prior to the time of player exchange.

Players with the same color wristband will match up for man-to-man defense. Man-to-man defense will be strictly called, especially during the half court game. After three (3) team violations of guarding the wrong boy/girl, a technical foul can be called for each further violation.

Double-teaming and guarding a player with a different colored wristband is allowed when the offensive player enters the lane with the ball or otherwise comes within 8 feet of the basket. While there is not a set distance that a defensive player is to maintain from their matched opponent when this boy/girl is not in possession of the ball, a defensive player cannot occupy the lane solely for the purpose of double-teaming the ball when it enters the lane. Likewise, if an offensive player purposely tries to draw the defensive player away from the play to “open” the lane, the defensive player is not required to closely follow her matched opponent. In other words - there is no four corners, 1-on-1, offense allowed.

12. Initially, possession change violations (e.g. traveling, double-dribble, etc.) should not result in a possession change. The referees will blow the whistle, stopping play and communicate to the player the violation. The offensive team will get the ball back in the defense zone. After the first 3-4 games, the coaches can agree to waive this and begin regular turnover rules with the agreement of the referee.

13. Lane violations can be called after a minimum of 5 seconds. The referee will attempt to avoid calling this violation by encouraging the player to move out of the lane during play.

14. Out of bounds violations can be called after 8 seconds. One warning per team will be given, and then change of possession.

15. Free throws will be shot from 2 feet in front of regulation line. Regular one & one rules apply. Players may cross the line after shooting.

16. Unsportsmanlike conduct by players, coaches, or spectators will result in that individual being removed from the basketball program; such conduct to be determined by the referee and governing board member on duty. The 1st violation by a player, coach, or spectator will result in a 2-game minimum suspension. The governing board President will notify the individual of the final decision after polling of the governing board. There will be no refund of fees for the removed individual.

17. Ordinary decisions by a referee during a game cannot be appealed.

18. Tied games, if time allows **one** additional two minute period can be played, after that the game will end in a tied game.

19. The league will not maintain standings, or win/loss records.

20. Coaches are allowed 3 full times-outs per game. 1 additional full timeout per team is allowed in the overtime period.

21. The interior red line applies to inbound plays.

22. The 3-point line will not be in effect.

23. ‘Stealing’ of ball from dribbler will not be allowed and will result in personal foul with possession returned to the offensive team.

24. The scoreboard will be used during games to keep track of game time and scores.

25. Standard youth basketball rules will otherwise apply.

26. Coaches are allowed to stand at each end of the court to help coach.