

# **JEFFERSON COUNTY BASKETBALL CONFERENCE BYLAWS, RULES AND REGULATIONS**

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## **1. THE LEAGUE**

1.1 The Jefferson County Basketball Conference (JeffCo) is a basketball league divided into a possible four divisions:

- 1.1.1 "A" Competitive Division
- 1.1.2 "B" Recreational Division
- 1.1.3 "C" Recreational Division
- 1.1.4 "JeffCo Gold" Division (Gold Crown and other Competitive / Traveling League Teams Permitted)

1.2 The League is comprised of boys and girls, playing in 2<sup>nd</sup> through 8<sup>th</sup> grade levels.

1.3 Participating teams shall be sponsored by one of the following Member Area Organizations:

- 1.3.1 Green Mountain / Alameda / Lakewood / Wheat Ridge
- 1.3.2 Bear Creek
- 1.3.3 Dakota Ridge
- 1.3.4 South JeffCo
- 1.3.5 Golden

1.4 These By-Laws shall take precedence over local board By-Laws and Rules when there is a conflict.

1.5 Players shall register with their respective area at such time and place as shall be designated by the area, or a team may be sponsored by a participating area.

1.6 VOTING: Votes to change any of the rules set forth herein must require a vote either by proxy or in person for every area to be considered valid. A simple majority of those votes will carry/defeat any motion that is placed before the board.

1.7 In matters other than rule/bylaw changes (example: protests, disciplinary actions, etc.), motions can be carried by a simple majority of board members (3 votes) either by proxy or in person from each area.

## **2. TEAM, TEAM MEMBERS, AND DIVISIONS**

2.1 **PLAYER ELIGIBILITY:** Each player must be registered with one of the Member Area Organizations. A player that attends school in an area other than the area in which a player resides, may, at the player's option, play for a team fielded by the area in which the team's player's school is located. Teams and players outside of the member areas may play, given each player is registered with one of the Member Area Organizations, and they play all home games in a Member Area.

### **2.2 ROSTER REQUIREMENTS:**

- 2.2.1 **OFFICIAL TEAM ROSTER:** An official team roster will consist of the player's name and grade. A conference roster will be kept by the member area organization. A player who wants to be on more than one roster must get approval from the JeffCo Conference Board of Directors.
- 2.2.2 **TRANSFERRING TEAMS:** Players having been placed on a roster may not transfer to any other roster without the approval of the JeffCo Conference Board of Directors, and the consent of both coaches.
- 2.2.3 **ADDING NEW PLAYERS:** No new players may be added to a roster after the first game without the written approval of the JeffCo Conference Board of Directors. All players must be of the same grade. Players are allowed to "play up" a grade level, but will not be allowed to "play down" a grade level.

### **2.3 TEAM REQUIREMENTS:**

- 2.3.1 **NUMBER OF PLAYERS:** A Team shall consist of no more than 12 players on a roster
- 2.3.2 **GOLD CROWN PLAYERS**  
(these rules applies to 6-8 grade teams only – 4<sup>th</sup> and 5<sup>th</sup> grade teams are still sorting out their actual skill level):
  - 2.3.2.1 6-8 Grade Division "A" Teams playing in their correct grade level may have up to three Gold Crown players on their roster. Division "B" Teams playing in their correct grade level may have up to three Silver Crown players on their roster.
  - 2.3.2.2 A 6-8 Grade Gold Crown Player plays in the Gold Division of Gold Crown. A Silver Crown Player plays in the Silver Division of Gold Crown.

- 2.3.2.3 A 6-8 Grade Silver Crown Player has no restrictions in the "A" Division (i.e. an entire Silver Crown Team may participate in the "A" Division, and the Post –Season Tournament).
  - 2.3.2.4 If a 6-8 Grade Division "A" Team contains more than three Gold Crown Players (Gold Division of Gold Crown), or a 6-8 Grade Division "B" Team contains more than three Silver Crown Players, all games played with those players participating will be forfeited. The JeffCo Conference will confirm the forfeited games.
  - 2.3.2.5 Players who participate in recreational leagues (example: YMCA, church, or school teams), and not in the Gold Crown league are exempt from this rule.
  - 2.3.2.6 6-8 Grade Division "A" Teams that contain more than three Gold Crown Players must play up a grade level, and in the "A" Division.
  - 2.3.2.7 6-8 Grade Division "B" Teams that contain more than three Silver Crown Players must play in the "A" Division (and can no longer be bracketed as a Division B team).
  - 2.3.2.8 5<sup>th</sup> Grade and younger age Gold Crown teams are allowed to play with no restrictions on an "A" Division team. (for example, a team may have up to three Gold Crown Players on a 5<sup>th</sup> Grade "B" Division Team.)
  - 2.3.2.9 Division "C" Teams cannot have any Gold Crown Players at any age group. Any violation of this rule will result in forfeiture of all games that the Gold Crown or Silver Crown Player(s) participated in. The JeffCo Conference will rule on and confirm the forfeited games.
  - 2.3.2.10 "JeffCo Gold" Division Teams are permitted to have players from Gold Crown or Silver Crown teams, including the entire roster. The JeffCo Gold Division Teams are permitted to play in their own age group / grade level (There are no roster restrictions for JeffCo Gold Division, provided all players fit in the age group / grade level and gender requirements for the division).
- 2.3.3 **EXCEPTIONS TO TEAM REQUIREMENTS:** Any exceptions to the team requirements rules must be approved by the JeffCo Conference Board of Directors.

#### 2.4 DIVISIONS:

- 2.4.1 GIRLS DIVISIONS: Where Available, Girls Divisions will be divided into "A" (Competitive), and "B" (Recreational) Divisions.
- 2.4.2 BOYS DIVISIONS: Where Available, Boys Divisions will be divided into "A" (Competitive), and "B" and "C" (Recreational) Divisions. Boys 7<sup>th</sup> and 8<sup>th</sup> Grade will have a JeffCo 'Gold' Division" for Gold Crown Teams.
- 2.4.3 Teams finishing either First or Second Place in the "B" or "C" Divisions must move up to the next level the following year. Exceptions: less than five returning players; JeffCo County Board Approval.

### **3. JEFFCO CONFERENCE GAME RULES**

**3.1 HIGH SCHOOL RULES:** CHSAA, Colorado High School Athletics Association Basketball Rules shall be used in all cases, except where the rules of the JeffCo Conference apply. When conflicts arise with Division "B" Teams, Division "B" rules will override. "JeffCo Gold" Divisions will follow all Gold Crown League Rules.

#### **3.2 THE BALL:**

- 3.2.1 All basketballs brought to games must be carried in and out of the gym by the coach. During games, all basketballs must be kept in the team area. Anyone else bringing in basketballs can be told by a gym supervisor to remove the basketballs immediately
- 3.2.2 **GIRLS BASKETBALL SIZE:** All girls' teams will play with the "Intermediate" size basketball, 285, 28.5, Official Women's Size ball.
- 3.2.3 **BOYS BASKETBALL SIZE, Grades 2, 3 and 4:** All boys' teams in 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade will play with the "Intermediate" size basketball, 285, 28.5, Official Women's Size ball.
- 3.2.4 **BOYS BASKETBALL SIZE, Grades 5, 6, 7, and 8:** All boys teams in 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade will play with the "Official" size basketball.

**3.3 FOOD AND DRINK RULE:** No food or drink (including water bottles) is allowed inside any JeffCo school building. Failure to comply with this rule may result in game forfeiture.

**3.4 COACHES RULES:** Coaches should be familiar with Colorado High School and JeffCo Conference Basketball Rules. It is recommended that coaches remain seated during the game, but one coach (the Head Coach) may stand to shout instructions to their players. Coaches must remain out of bounds, unless given permission by the referee to leave the sideline for a conference or injury, etc.

**3.5 CONDUCT: COACHES, PLAYERS, AND SPECTATORS:** Coaches are responsible for the players' and spectators' behavior before, during, and after each game. Any behavior considered detrimental to the program could lead to permanent dismissal of a coach or player, as deemed fit by the JeffCo Conference. Coaches and/or parents are NOT allowed to approach a referee after the game to argue call(s) from the game. This type of conduct can still be grounds for "Ejection." If a coach and/or parent is reported to be ejected, a one-game suspension will be enforced. A second report will be enforced with a suspension for the remainder of the season. Adults suspended from a game or season will not be allowed to attend any JeffCo League game (not as a coach nor as a spectator – they must leave the building). If the suspension is not honored, police action will be requested.

#### **3.6 PROTESTS:**

- 3.6.1 A game may only be protested on the basis that the occurrence violates the Colorado High School Association Rules or the Jefferson County Conference Basketball Rules. No Protest shall be permitted on the judgment decision of a referee.
- 3.6.2 All protests must be declared during the game. An official should sign the team's score sheet, and document any necessary information. A written protest and the signed score sheet must be filed with your local board or director within 48 hours of the protested game. Your local board must notify the JeffCo Conference President within 96 hours of the game. The JeffCo Conference Board of Directors will rule on the protest within 15 days of the protest. The JeffCo Conference Board of Directors' ruling will be final.

#### **3.7 TIME ELAPSED DURING WARM UP, QUARTER BREAKS, HALFTIME:**

- 3.7.1 There will be a minimum of 5 minutes of warm-up time before a game. There will be a 5 minute time lapse between halves of play. There will be a 2 minute time lapse between quarters. Time outs will be 1 minute in length.
- 3.7.2 Games shall not be permitted to start earlier than the scheduled game time.
  - 1) In consideration of family and spectators traveling to watch games; and regardless of the influence of coaches' referees' or other reasons; games should start at game time, not earlier.
  - 2) This rule cannot be protested after the start of the game, a team can refuse to start the game early without penalty, but once the game is started there can be no protest of an early start.
- 3.7.3 If games on a court are running behind schedule, the non-playing times can be shortened at the gym director's or referee's discretion. Shorten non-playing time in the following order, as necessary:
  - 1) Reduce Warm-Up Time
  - 2) Shorten the Half-Time Break to 2 Minutes or less
  - 3) Shorten the Break Between Quarters to 1 minute or less
  - 4) Allow Only 3 Time-Outs Per Game (Cumulative)

- 3.8 SCOREKEEPING RULE (VOLUNTEERS):** Each team must provide one representative to sit at the scorer's table. One will keep the Official Scorebook, and the other will keep the Official Game Clock/Scoreboard. The Home Team has the option to choose which position its representative will fill. The two representatives must sit together and be available to the referee(s). The scorekeeping representatives should not coach from the scorer's table, or argue with the opposing team. If a disputed situation arises, the referee should be signaled to resolve the issue.
- 3.9 PRE-GAME MEETING:** A pre-game meeting should be held during warm-up time. Coaches, referee(s), official scorekeeper, and the time keeper should review game information, such as: age of team, division of team, time factors, and game rules.
- 3.10 REFEREE RULES:** Games for 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade levels should have one referee. 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade levels should have two referees. If only one referee is available at game time, the game can proceed with one referee. If no referees arrive, the game can be played and officiated by parents – at the coaches' discretion.
- 3.11 UNIFORM RULES:** Any player not in uniform of his/her team will not be eligible to play. All players must have the same style and color of jerseys. All players must have similar style and color of shorts. No sweats (long pants) allowed. If an under garment extends past a uniform, the entire team must be wearing the same color of under garment. Numbers are required on the front and back of all uniforms. New 2013: Every team must have numbers on the front and back of their jerseys, or they may be asked to forfeit. For the 2013-2014 season, numbers on the front can be in any location and should be 4 or 6 inches in height. Numbers on the back should be centered and either 6 or 8 inches in height. **For the 2014-2015 season**, numbers on the front **MUST** be centered and 4-6 inches in height; numbers on the back **MUST** be centered and 6-8 inches in height.
- 3.12 GAME FORFEITURE:**
- 3.12.1 Each team must have at least 5 properly uniformed players from their official team roster on hand by 5 minutes after the scheduled game time. Penalty will be Forfeiture of the game.
  - 3.12.2 A Forfeit will be scored as a 2-0 win.
- 3.13 GAME CLOCK:**
- 3.13.1 All teams, all ages, all divisions will play 8 minute "running clock" quarters.
  - 3.13.2 The game clock will stop during shooting fouls, bonus situations resulting in foul shots, time-outs, any undue Delay of Game, such as injury or the ball leaving the gym or court.
  - 3.13.3 The game clock will stop during the last two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters at any time the referee has stopped play – except in the 4<sup>th</sup> quarter with one team leading by 20 points or more.
- 3.14 INJURED PLAYERS:** If it appears that a player is seriously injured, coaches may go to that player without fear or of penalty. The game must be stopped for any player injury resulting in bleeding. The injury must be adequately covered. Any uniform with blood must be replaced. The playing area must be cleaned of any blood before play can resume. Injured players are exempt from the mandatory play rule.
- 3.15 TIME-OUTS:** Each team will have 4 time-outs per game during regulation, and 1 time-out per overtime period. Each time-out will be 1 minute in length. Time-outs are cumulative.
- 3.16 FREE THROWS:**
- 3.16.1 Teams will shoot bonus shots (1 and 1) at the opposing team's 7<sup>th</sup> team foul.
  - 3.16.2 Teams will shoot double bonus (2 shots) at the opposing team's 10<sup>th</sup> foul.
  - 3.16.3 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade teams must shoot free-throws from the regulation line.
  - 3.16.4 4<sup>th</sup> Grade "A" Division teams must shoot free-throws from the regulation line.
  - 3.16.5 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade "B" Division boys and girls teams will be allowed to shoot free-throws 24 inches in front of the free-throw line
- 3.17 THREE-POINT SHOTS:** In gyms where a regulation 3-point line is established, 3-point baskets will be counted.
- 3.18 THREE SECOND / FIVE SECOND RULE:**
- 3.18.1 All 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade teams will be allowed 3 seconds in the free-throw lane.
  - 3.18.2 4<sup>th</sup> Grade – Division "A" Teams will be allowed 3 seconds in the free-throw lane.
  - 3.18.3 All 2<sup>nd</sup> Grade, 3<sup>rd</sup> Grade and 4<sup>th</sup> Grade Division "B" Teams will be allowed 5 seconds in the free-throw lane.
  - 3.18.4 See rule 3.20.6 for Defensive 3 seconds rule

### 3.19 FULL COURT PRESS:

- 3.19.1 All 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade teams will be allowed to use the full court press.
- 3.19.2 All 4<sup>th</sup> Grade "A" Division teams will be allowed to use the full court press.
- 3.19.3 2<sup>nd</sup> Grade, 3<sup>rd</sup> Grade and 4<sup>th</sup> Grade "B" and "C" Division teams are NOT allowed to use any form of a full court press.
- 3.19.4 Teams cannot use the full court press in the 2<sup>nd</sup> half if they have a 20 point lead or greater in the 2<sup>nd</sup> half.

### 3.20 ZONE DEFENSE:

All 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade "B" and "C" Teams will NOT be allowed any form of Zone Defense, including Full Court or Half Court Zone Trap.

- 3.20.1 No Zone Defense, Zone Trapping, or Full Court Press Defense may be played by teams in this age group. The main purpose of this rule is to eliminate Zone Defenses and Zone Trapping, and Encourage Man to Man Defense. See below for the description of action for Rule Violations (section 3.20.7).
- 3.20.2 "Help" Defense, "Switching Screens," and "Transition" Defense are all allowed.
  - 3.20.2.1 For example, Help Defense, Switching Screens, and/or Transition Defense are allowed after an offensive player has gained advantage over their defensive player, such as:
    - HELP DEFENSE: an open drive to the basket, other defenders can collapse and guard the basket.
    - SWITCHING SCREENS: if a successful screen is set, defenders can switch opponents.
    - TRANSITION DEFENSE: during a fast-break situation, defenders can "pick up" opponents as necessary to guard the basket; once a half-court offense situation is re-established, defenders should be in man to man defense.
- 3.20.3 NO Double Teaming, ball hawking, or trapping outside of the lane (ball hawking occurs when an offensive player is dribbling the ball, and a defender who is NOT guarding the player with the ball, swoops in unnoticed and steals the ball from the dribbler – who is not his man – during a half-court offensive situation; not necessarily a double team.
- 3.20.4 Double Teaming in the lane is allowed.
  - 3.20.4.1 Defensive team players are allowed to "sag" or collapse and play help-side style defense, and double-team the player with the ball while that player and the ball are in the lane.
- 3.20.5 This rule is not intended to allow the Offensive Team to align offensive players without the ball out of the lane for the purpose of allowing the player with the ball to drive one on one to the basket.
  - 3.20.5.1 A defensive player will not be required to guard or "chase" his opponent outside of the lane leaving the basket unprotected. Defensive players should make a clear attempt to "pick-up" their opponents at the 3 point arc or sooner, except in situations described in section 3.20.2.
- 3.20.6 INDICATORS OF ZONE DEFENSE:
  - 3.20.6.1 One of more defensive players are not in an acceptable man to man defensive position in relation to the player they are guarding and player with the ball.
  - 3.20.6.2 An offensive player cut all the way through the key and was not defended using acceptable man to man defensive techniques, such as following, switching, opening up, bumping the cutter, etc.
  - 3.20.6.3 After a help-and-recover situation, the defensive team made no attempt to re-establish man to man defensive positioning.
- 3.20.7 **ZONE DEFENSE RULE VIOLATIONS:** The Referee should help players – especially early in the season – when no advantage is given to the defense, by verbally warning the players. Verbal instructions such as "who are you guarding?" and "get out of the lane" will help defenders understand the rule. If the verbal instructions are not heeded, and/or an advantage is taken by the defense, the referee should proceed to give an Official Warning (see below).
  - **First Offense:** Verbal instructions and warnings should be given when an advantage is not taken by the defense. If the defense does not adjust to the Verbal Instructions and Warnings, and/or an advantage is taken by the defense, and **Official Warning** should be given to the Head Coach. The whistle must be blown, and play must be stopped to give the warning. The scorekeeper should document the warning in the scorebook.
  - **Second Offense:** Technical Foul, resulting in 2-shots and the ball for the opposing team
- 3.20.7.1 The technical foul after a warning for illegal defense will be an administrative technical. The foul will be a team technical and not count towards the player or coach total for disqualification, nor will the foul count toward the team total for bonus free throws. The foul can be noted in the scorebook as T-ILL-D.

**3.21 MANDATORY PLAY RULE:** 2<sup>nd</sup> Grade, 3<sup>rd</sup> Grade, 4<sup>th</sup> Grade, and 5<sup>th</sup> Grade divisions:

*(This rule ONLY applies to teams in all 2<sup>nd</sup> grade, 3<sup>rd</sup> grade, 4<sup>th</sup> grade, and 5<sup>th</sup> grade divisions)*

*(This rule does NOT apply to 6<sup>th</sup> grade, 7<sup>th</sup> grade, or 8<sup>th</sup> grade teams in any division)*

- 3.21.1 Each player must play at least one full quarter (eight consecutive minutes: from beginning whistle to quarter-ending horn), except in the case of injury, medical condition, fouling out, or scoring 20 points
- 3.21.2 There are no substitutions for a player playing his/her required quarter, unless: the player has 5 fouls; the player is injured; or the player scores 20 points (see the 20 Point Rule listed below). If a player is removed from the game while playing his/her required quarter for one of the above reasons, that player will receive full credit for the quarter. The player substituted receives neither credit nor penalty for that time played.
- 3.21.3 If a player is in uniform, but not able to play for any reason, then the player should not be entered in the scorebook, and the opposing team should be notified.
- 3.21.4 **VIOLATION OF THE MANDATORY PLAY or MANDATORY SIT RULE** (rule 3.22): At the beginning of the game, each team must designate a volunteer to be the official scorekeeper: one will operate the game clock and scoreboard, and the other will keep the scorebook. The volunteer keeping the scorebook will also keep the **Official Player Playing Time Form**, and document when players start, substitute in and out, and when the players play the full quarter or sit the full quarter. If agreed upon by both teams, a 3<sup>rd</sup> volunteer from either team may join the score table to keep the Official Player Playing Time Form; but this 3<sup>rd</sup> volunteer **MUST** sit at the score table for the duration of the game.

At the end of the 3<sup>rd</sup> quarter and PRIOR to the start of the 4<sup>th</sup> quarter, the head coaches of each team should meet together at the scorer's table and confirm all players have played at least one full quarter (eight (8) consecutive minutes: from the beginning whistle to the quarter-ending horn); if any player is identified during this meeting to have not played at least one full quarter, that player must play the entire 4<sup>th</sup> quarter. If the player identified does not play the entire 4<sup>th</sup> quarter play (or sit the entire 4<sup>th</sup> quarter in the case of the Mandatory Sit Rule), then the opposing coach must immediately protest to the referee, and the game should be immediately forfeited by the team in violation and the opposing team should be awarded the win. The protesting team must collect the Official Player Playing Time Form - WITH referee signature confirming rule violation - and report the violation to their area president within 24 hours of the game.

If this process is forgotten, neglected, delayed, or omitted, and there is no meeting with both coaches at the scorer table at the end of the 3<sup>rd</sup> quarter – and the 4<sup>th</sup> quarter begins, then each team loses their right to protest the game due to violation of this rule. Protests for violation of the Mandatory Play rule and protests for the Mandatory Sit Rule will NOT be accepted after the conclusion of the game. The violation **MUST** be corrected prior to the start of the 4<sup>th</sup> quarter, or the game result will be final.

**REFEREES:** please allow 30-60 seconds for this meeting at the end of the 3<sup>rd</sup> quarter.

**3.22 MANDATORY SIT RULE:** 2<sup>nd</sup> Grade, 3<sup>rd</sup> Grade, 4<sup>th</sup> Grade B, 4<sup>th</sup> Grade C, 5<sup>th</sup> Grade B, and 5<sup>th</sup> Grade C divisions:

*(This rule ONLY applies to teams in 2<sup>nd</sup> grade, 3<sup>rd</sup> grade, 4<sup>th</sup> grade B, 4<sup>th</sup> grade C, 5<sup>th</sup> grade B, and 5<sup>th</sup> grade C divisions)*

*(This rule does NOT apply to teams in 4<sup>th</sup> grade A, 5<sup>th</sup> grade A, 6<sup>th</sup> grade, 7<sup>th</sup> grade, or 8<sup>th</sup> grade teams in any division)*

- 3.22.1 In addition to the Mandatory Play Rule, every eligible player must SIT OUT one full quarter (must SIT OUT at least one full quarter – eight (8) consecutive minutes; from beginning whistle to quarter-ending horn).
- 3.22.2 The player sitting out his/her required quarter cannot substitute during that quarter, unless: the player is substituting for a player who has 5 fouls; the player is substituting for a player who is injured. If a player substitutes while sitting his/her required quarter for one of the above reasons, that player will receive neither credit nor penalty for that time played. The player substituted for will receive full credit for the quarter.
- 3.22.3 If a player is in uniform, but not able to play for any reason, then the player should not be entered in the scorebook and the opposing team should be notified.
- 3.22.4 Six Players / Five Players Exception: If a team has only six or five eligible players, the mandatory SIT OUT rule does not apply. Each player must play one full quarter (must play at least one full quarter – eight consecutive minutes; from beginning whistle to quarter-ending horn).
- 3.22.5 **VIOLATION OF THE MANDATORY SIT RULE: See rule 3.21.4** – “Violation of the Mandatory Play Rule or Sit Rule” listed under the Mandatory Play Rule section.

**3.23 SUBSTITUTION:** Except for adherence to the Mandatory Play Rule and the Mandatory Sit Rule, free substitution is in effect for the entire game. There is no requirement for players to play or sit their full quarter prior to free substitution.

- 3.24 OVERTIME:** If a game is tied after regulation play, the following overtime procedures should be followed. If the following procedures are not followed, and neither coach shows the correct rules to the referee in protest, then the game result will be final (each team loses their right to protest the game due to violation of this rule if they do not attempt to correct the procedure PRIOR to the start of the overtime period).
- 3.24.1 If the game is tied after regulation play, a 3 minute overtime period will be played.
  - 3.24.2 If the game is still tied after the 3 minute overtime period, a sudden death period will be played, where the first team to score a point is the winner – free throw or field goal.
  - 3.24.3 So long as the Mandatory Play Rule qualifications have been met, free substitution is allowed in the overtime period(s).
  - 3.24.4 The overtime period is an extension of the 4<sup>th</sup> quarter, which is a continuation of team and personal fouls, and eligible players.
- 3.25 LATE PLAYERS:**
- 3.25.1 If a player arrives after the game has started, but before the start of the 3<sup>rd</sup> quarter, that player must play, and must follow the mandatory play rule (must play at least one full quarter – eight consecutive minutes; from beginning whistle to quarter-ending horn).
  - 3.25.2 If a player arrives after the start of the 3<sup>rd</sup> quarter, that player is not eligible to play.
  - 3.25.3 “B” and “C” division late players, arriving after the game has started must play one full quarter, AND SIT ONE FULL QUARTER AFTER THEY HAVE ARRIVED.
- 3.26 20 POINT RULE:** 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> “B” and “C”, and 5<sup>th</sup> “B” and “C” Divisions only (all 2<sup>nd</sup> and 3<sup>rd</sup> Grade Teams are considered “B” Division Teams): once a single player scores 20 points or more in the “B” or “C” division, that player may continue to play, but any points scored by that player from then on WILL NOT COUNT.
- 3.26.1 In a case where a player with 19 points scores a field goal, all points from that field goal will count.
  - 3.26.2 If that player is fouled with 19 points, any free-throws resulting from that play will also count.
  - 3.26.3 If that player is fouled with 20 or more points, that player will shoot the free throws earned, but any points from those free throws following that play will NOT count.



## **4. POST SEASON TOURNAMENT**

4.1 All post season tournaments will be single elimination format.

4.2 Each local board will be responsible for conducting post season tournaments.

4.3 All regulation games must be made up and/or completed three days prior to the start of the post season tournament.

4.4 When a 2 or 3 division grade level occurs, there will be 2 or 3 separate post season tournaments: 1 tournament for the "A" Division, and 1 tournament for the "B" Division, and 1 tournament for the "C" Division.

4.5 The top 8 teams will qualify for the tournament. If a qualifying team chooses not to participate, then the 9<sup>th</sup> team would qualify. If fewer than 8 teams are able to participate, then the tournament would consist of fewer teams, giving the #1 seed a bye in the first round, and so on.

### **4.6 SEEDING:**

4.6.1 Teams will be seeded according to win/loss record. Seed #1 is the team with the best win record, and so on, down to the team with the worst record.

4.6.2 To settle a tie breaker when seeding teams:

4.6.2.1 Step One: If 2 teams - **Head to Head results** between the 2 tied teams

4.6.2.2 Step Two: If 3 teams - **Head to Head results** between the 3 tied teams, so long as the tied teams have played each other the same amount of times

4.6.2.3 Step Three: If 4 or more teams – Head to Head results between the 4 or more tied teams, so long as the tied teams have played each other the same amount of times. If head to head results for 4 or more tied teams result in 2 or more teams within this group of teams having identical head to head results, step 4 should then be used to break the tie amongst these 2 or more tied teams.

4.6.2.4 Step Four: If head to head cannot resolve the tie – **Point Differential** in all head to head games between the tied teams, so long as the tied teams have played each other the same amount of times, the team with the highest differential in points scored minus points allowed is the higher seed, and so on.

4.6.2.5 Step Five: If previous steps do not resolve the tie break or if the teams have not played each other the same number of times, then lowest Points Allowed for the Total Season will determine the higher seed, and so on.

4.7 **TROPHIES / AWARDS:** The host league for each age level's post season tournament will provide 1<sup>st</sup> and 2<sup>nd</sup> place trophies or other like awards.

4.8 **TOURNAMENT PLAYING RULES:** Rules will be the same as rules used in the regular season.