



**Glencoe Park District
House League Basketball Playing Rules
2011-2012**

1. All players must have equal playing time as outlined below:
 - 9 Player Roster - Each player plays at least 2 quarters; not more than 2-1/2 quarters
 - 8 Player Roster - Each player plays 2 1/2 quarters
 - 7 Player Roster - 5 players play 3 quarters, 2 players play 2 1/2 quarters
 - 6 Player Roster - Each player must sit out at least 2 quarter
 - 5 Player Roster - Everyone plays entire game

Situations may arise where even play is not possible: injuries, players leaving early, players not wanting to play, or for discipline reasons.

2. Games consist of four 8 minute quarters for 5 - 6 grades and four 7 minute quarters for 3 - 4 grades. The clock will stop on timeouts and shooting fouls only. The last minute of each game will be "stop clock". The clock will stop half way through each quarter or on the closest dead-ball to allow for substitutions.
3. 3-4 Grade plays with an 9 foot basket, 5-6 grade will use a 10 foot basket.
4. 3-4 Grade plays with a youth size basketball. 5-6 Grade plays with a women's size basketball.
5. *If a team has two or fewer players, that team will forfeit the game. If a team has three or four players, the short-handed team has two options.
 - Option 1: The short-handed team may decide to play the game with three or four players. If the short-handed team chooses this option, the opposing team can decide at the beginning of the game whether it wishes to play the game with three, four, or five players for the entire game. In any event, the game will count toward overall league standings.
 - Option 2: The short-handed team may decide to ask one player (if the short-handed team has four players) or one or two players (if the short-handed team has three players) from another team in the same league including the opposing team (as long as the opposing team will be left with no fewer than five players) to join the short-handed team for that game. Before the game starts, the opposing team will decide whether or not the game will count towards overall league standings. If agreed that the game will count, then the final score stands and the game counts in league standings. If not agreed that the

game will count, the game will still be played but the short-handed team will be issued a forfeit.

6. Man-to-Man defense must be played at all times. **A defender must be within 5 feet of the offensive player they are guarding.** No double teaming will be allowed. Technical fouls will be given at discretion of referee. **NOTE: For 5th & 6th grade, double teaming will be allowed in the lane only.**
7. No plays blatantly designed to isolate a player on offense one on one will be allowed. Each team will be given one warning. A technical will be called on each infraction thereafter.
8. No full court press is allowed except for the last 1 minute of each half. **When there is a full court press, double teaming is allowed.** If a team is leading by 10 or more points, that team will not be allowed to press in the last minute of each half.
9. 3-4th graders must have defense start behind the top of the key until the ball has crossed the half court line. 5-6th graders must have defense start behind the half court line. The offense must be allowed to advance past the half court line unopposed. Once the line has been crossed by the offense, the defense can cover even if play retreats back court.
10. Substitutions allowed at each dead ball. Referee **must** be notified first.
11. Each team will have three time outs per game and 1 timeout in the event of an overtime period.
12. In the event of a tie after regulation play, a three minute overtime period will be played, with "stop clock" during the last one minute only. A full court press will be allowed in the last minute of overtime. Due to time restraints, only 1 overtime period will be played, and **no overtime periods will be played in 3rd & 4th grade.** If after 1 overtime the game is still tied, the game will end in a tie.
13. Back court violations will not be called in games at the Community Center. There will be back court violations at Central School.
14. Each player is allowed five personal fouls per game. On the 5th foul he/she is out of the game unless there are only 5 total players on the team. Then he/she may continue to play, however each foul is now a technical foul. Two technical fouls and that player is out permanently from the game. The team may continue to play with four players.
15. Teams will shoot bonus free throws on the seventh team foul each half.
16. Two technical fouls and you are out of the game. This includes all coaches, players, parents and spectators.

17. Any flagrant foul will result in two shots and possession of the ball.
18. During half time every player will shoot a free throw for 1 point each. If teams are unequal, the first player that misses the first shot on smaller team will shoot twice.
19. Three second lane violation will be enforced for 5 - 6th grade. A five second violation will be the rule for 3 - 4 grades at the referee's discretion.
20. At all times, the program should be looked upon as a learning experience. The Park District will add rules as necessary to insure that winning does not replace learning and sportsmanship as program priorities.
21. All other rules are published in the State High School Association Rule Book.

