

# North Texas Elite Girls Select Basketball League

*The philosophy of this league is to offer competitive play for youth age divisions. Our goal is to improve the level of play through game repetition, to provide experience for our teams to be able to compete on a national level. The rules of play shall be the N.F.H.S. Basketball Rules and U.I.L. guidelines with the following exceptions:*

**Forfeit Time:** If a team does not have its starting 5 ready to play at the scheduled tip-off time, the game clock will commence and the team with the starting 5 will shoot free throws until the opposing team's fifth player arrives. There will be a 15 minute maximum waiting time.

**Clock/Game Management:** Clock stops on free throws, dead balls, time outs and the last minute of each half. Ages 8U will play 12 minute halves and ages 10U and up will play 14 min halves. **Goal height** (10' feet for all age divisions), **Ball size** (All girl divisions and 8U boys 28.5, 10U boys & up regulation), **Free throw distance** (15' feet for all age divisions).

**Substitution:** Free Substitution

**Time Outs:** Each team has 2 full timeouts and two 30 second timeouts per game.

**Overtime:** All overtime periods will be 3 minutes. Each team receives an additional 30 second timeout for each overtime period.

**Bonus Free Throws:** Free-throws Bonus 1 and 1 will be awarded on the 7th foul. 2 shots will be awarded on the tenth foul.

**Point Spread Rule:** As long as a team remains twenty (20) or more points ahead of its opponent during the last 5 minutes of the game, the clock will run except for time-outs, technical fouls and injuries. As long as a team remains thirty (30) or more points ahead of its opponent during the last 10 minutes of the game, the clock will run except for time-outs, technical fouls and injuries.

**Ejections:** If a player or coach is ejected from a game, the player or coach must leave the gym and sit out the next game. Coaches are responsible for their parents.

**Tie breaking procedures:** Head to head competition between teams involved in the tie. If head to head cannot break the tie, then point differential between the teams that are tied is used. A margin of up to 15 points max per game between the teams involved in the tie will determine winner or seeding. If point differential does not break the tie then a common opponent's tie will be used. If the common opponents will not break the tie, a coin flip will be used to determine winner or seed.

## **PLEASE NOTE:**

For scoreboard purposes the team in light colored jerseys will be the home team and will sit to the right of the scorer's table (when facing the court).

**On the game schedule, the team home team is required to wear light colored jerseys. In bracket play the top team is home and will wear light colored jerseys.** Each team is responsible for their own jerseys...bring 2 different colored jerseys or reversible 2-colored jerseys with you to each game. Each team must provide their own warm-up balls.

**Protest (\$75):** Player eligibility protest must be taken to the scorer's table before the start of the game. Documentation/proof must be presented upon request. If the coach cannot provide proper proof of age for their player(s) being protested, then player(s) will not be allowed to participate until proof is provided. The game will not be stopped to handle the protest.

**The home team provides the game ball and the home team will be the official scorer. The visiting team will provide the clock keeper.**