

Attachment III: **GAME RULES FOR GRANBURY BASKETBALL ASSOCIATION**
Fifth and Sixth Grade Divisions

ALL UIL BASKETBALL RULES APPLY WITH EXCEPTIONS LISTED BELOW:

1. Each player must play one (1) full quarter and must start another quarter and then play at least two (2) consecutive minutes of that quarter. This is to promote each player participating the same length of time. Each player must play one (1) full quarter from beginning to end.

Before the second quarter of play begins, each coach will designate up to three (3) players off the opponent's team as a "bench" player for the second quarter. Those players so designated will be prohibited from playing in the second quarter only. Any player may be chosen, even if he/she has not played in the first quarter. If either team does not have eight (8) players present, each team will sit out an equal number of players. In the event where there are no available substitutes and an injury to a non-"bench" player occurs, the opposing coaches will each choose one player from the other team that can be re-inserted into the game. (*Note: The intent of this rule is to promote an even balance of playing time among all players of each team.*)

PENALTY: Not abiding by this rule will result in the following:

1st Offense: Forfeiture of game.

2nd Offense: Appearance before the Board of Directors for possible suspension.

2. Playing time limits will normally be one (1) hour per game.
3. Both Zone and Man-to-Man defenses are allowed, however the "Chaser Defense" is still prohibited.

The "Chaser Defense" is defined as an individual or group of defensive players pursuing the BALL as it is being THROWN from one offensive player to another.

The defensive team is allowed to trap or attempting to trap an offensive player in a "Trapping press" while they are dribbling or holding the ball. Double teaming, sagging, and switching is also allowed.

NOTE: The number of defensive players used in one of these situations is not important, as long as they DO NOT chase the BALL as it is thrown from one area to another.

4. Defending in the backcourt is allowed provided that the defending team is not leading by 10 or more points. Defense in the backcourt shall be defined as the intentional impeding of an opponents dribble or a lateral/backward pass, once control has been maintained by the offense. *(The intent of this rule is to allow a trailing team's offense to advance the ball down court. However, it shall not interpreted as allowing the offense a free outlet pass in order to start a fast break.)*

PENALTY: NO PENALTY FOR FIRST VIOLATION.
SUBSEQUENT VIOLATIONS WILL RECEIVE
TECHNICAL FOULS.

5. Eight (8) minutes per quarter.
6. The Clock will run continuously in all quarters except for:
 - A. Technicals or Free Throws
 - B. Timeouts
 - C. At the discretion of the referee
 - D. On every whistle, in the final minute of the game.
7. Time Outs: Two (2) one (1) minute timeouts per half, with no carry over from first half or overtime.
8. Half time will last three (3) minutes.
9. Time between quarters is two (2) minutes.
10. Overtime Games rule adjustments:
 - a. All overtime periods will be initiated with a jump ball.
 - b. Each period will be for 2 minutes duration.
 - c. Each team will be allowed 1 timeout per overtime period.
 - d. No more than two overtime periods will be played. The game will be recorded as a draw if it is still tied after the 2nd overtime period.
 - e. The clock will run continuously during the 1st minute of each period and stop on every whistle in the last minute of each period.
11. The three-point line will NOT be utilized in the Fifth Grade Divisions. Three-point baskets will be counted in the Sixth Grade Divisions ONLY IF all the gyms where that division's games will be played have a PAINTED three-point line.
12. The offensive team will be allowed three (3) seconds in the lane,
13. Regulation 10' baskets and 15' free throw line will be utilized.

14. One and one free throws will be shot starting with the 7th team foul and all subsequent team fouls in each half.
15. Ten (10) minute grace period from scheduled start of game will be allowed before a forfeit shall be called. We cannot hold your game; there are games after you.
16. All calls by the officials are final.
17. All technical foul violations are two (2) free throws and the ball out of bounds.
18. Jump balls will be utilized only at the beginning of the game and overtime periods. Alternate possession will be utilized on all subsequent tie ball and start of quarter situations.
19. All coaches will be required to hand in a roster to the scorekeeper prior to the start of his/her game.
20. During games only two coaches will be allowed on the bench. Only one coach will be allowed to stand during game play.
21. A regulation NCAA intermediate or women's basketball (28.5" circumference) will be used for competition in all divisions except the Sixth Grade Boys division. Sixth Grade Boys will use the regulation men's size (29.5" circumference) ball.
22. Teams must begin the game with a minimum of four players. If a team has less than that then that team must forfeit. It is at the opposing coach's discretion to play 5v4 or 4v4.