

Girls Inter-Village Basketball League Rules 2023

Barrington, Bartlett, Dundee, Hanover Park, Hoffman Estates, Huntley, Palatine, Schaumburg, South Barrington & Streamwood

All participants will adhere to these Inter-Village League Rules.

All other rules not defined here will be subject to IHSA/NFHS official Basketball Rulebook.

1. Player, Parent, and Coach Conduct:

- a) The officials may remove any player or coach from a game for unsportsmanlike conduct, including inappropriate language. In severe cases, the League Administrator may remove a player or coach from league play.
- b) Team coaches are responsible for the conduct of their players, parents and spectators. If an official finds their conduct disruptive to the game, the following courses of action may be taken:
 - First Warning to the team coach.
 - Second Technical foul against the team.
 - Third Forfeiture of the game.
- c) Three (3) technical fouls on a team in a given game shall constitute a forfeit.
- d) Two (2) technical fouls on a coach or player will result in disqualification and the coach/player will be asked to leave the gym and will be suspended from coaching/participating in the next scheduled game.
- e) If a coach or a parent is removed from a game, their child must leave the game and facility with that parent.

2. Length of the game:

- a) 3rd/4th Grade Games 4 x 6 minute quarters; Stopped clock.
- b) 5th/6th Grade games 4 x 10 minute quarters; Running clock.
- c) 7th/8th Grade Games 4 x 10 minute quarters; Running clock.
(The clock will stop on all whistles in the last 2 minutes of the 2nd half, unless a team is up by 15 points)
- d) Overtime will consist of a three-minute period. The first two minutes will be a running clock, the last minute will be stopped clock. If the game is still tied, sudden death overtime will be played. Each team will be allotted one time out in overtime, and sudden death. Time outs do not carry over.
- e) 1 minute break between quarters.
- f) 3 minute break at half time.

3. Substitutions:

- a. Clock will stop for 1 minute on all substitutions. After that minute, clock will start running regardless of if play has re-started
- b. Coaches will only be allowed to substitute players during the following situations:
 - At the ½ way mark of each quarter (once the ball is dead or a scoring play is not in process)
 - At the beginning of each quarter
 - If a player is hurt
 - If a player receives a technical foul.

4. Timeouts:

- a) Each team is allowed 1 timeout per quarter. Any unused timeouts do not carry over into next quarter/overtime period.
- b) Each team is allowed 1 timeout for the overtime period.

5. Playing Time:

- a) A team will be allowed 5 minutes after the scheduled starting time to field a team with at least 4 roster players. If a team only has 4 roster players at game time, the opposing team will be allowed to use 4 players **OR** lend a player(s) to the opposing team.
- b) **Each player must play at least half the game.** Coaches violating this rule will forfeit the game. This decision will be left up to the scorekeepers and the league administrator. (Coaches if you have less than ten players, please do your best to play every player equally.)
- c) Scorekeepers at each site will be tracking playing time of each player for both teams; coaches may be asked to submit line-up sheet before the start of each game.
- d) Equal Playing Time Matrix and line-up sheets can be found at www.quickscores.com/intervillageleague.

6. Defense:

- a) 3rd/4th Grade teams:
 - 6 foul limit per player
 - No pressing will be allowed
 - Must play person to person defense (no zone)
 - If team is up by 15+ points, that team must take 5 passes before they can shoot (passes must be made once that team crosses mid-court)
- b) 5th/6th Grade teams:
 - 6 foul limit per player
 - Can press last 2 minutes of the game, except when up by 10+ points
 - Must play person to person defense (no zone)
 - If team is up by 15+ points, that team must take 3 passes before they can shoot (passes must be made once that team crosses mid-court)
- c) 7th/8th Grade teams:
 - 6 foul limit per player
 - Can press the entire game, except when they are up by 10+ points
 - May play zone or person to person defense
 - If team is up by 15+ points, that team must take 3 passes before they can shoot (passes must be made once that team crosses mid-court)
- d) When pressing is not allowed, the defensive players must wait by the 3-point line until the offensive player is completely across the half court line (ball & both feet) before they can play defense.

7. Free Throws:

- a) 3rd/4th Grade Approximately 12 ft.
- b) 5th/6th Grade Regulation (15 ft.)
- c) 7th / 8th Grade Regulation (15 ft.)

8. Fast Break and offense:

a) 3rd/4th Grade

- Fast break is not allowed at any time
- If a team or player makes ANY attempt to fast break, the referee will stop the game and allow the defense to set up

b) 5th/6th Grade

- A team will be allowed to fast break and steal, except when up by 15, or more, points.
- Once a team is up by 15, or more, points, the defense must be allowed to set up their half-court defense
- If a team or player makes ANY attempt to fast break, the referee will stop the game and allow the defense to set up
- If a team is up by 15, or more, points they must complete three passes after they cross half court before they can score

c) 7th/8th Grade

- A team will be allowed to fast break and steal, except when up by 15+ points.
- Once a team is up by 15, or more, points, the defense must be allowed to set up their half-court defense
- If a team or player makes ANY attempt to fast break, the referee will stop the game and allow the defense to set up
- If a team is up by 15, or more, points they must complete three passes after they cross half court before they can score

9. Stealing:

a) 3rd/4th Grade

- The defensive team can steal the ball once an offensive player brings the ball past the 3-point line on the defensive side of the court

b) 5th/6th Grade

- The defensive team can steal the ball once an offensive player brings the ball past the half court line

c) 7th/8th Grade

- Teams are allowed to steal at any time given the opportunity

10. Offensive Lane Violations:

a) 3rd/4th Grade - 5 seconds

b) 5th/6th Grade - 5 seconds

c) 7th/8th Grade - 5 seconds

11. 3-point shots:

- a) When there is a 3-point line, 3-point shots will be counted for all grades.

12. Equipment:

- a) All players must wear a matching team jersey with a number
- b) No jewelry is to be worn. (Medical alert bracelets, necklaces or religious items are not considered to be jewelry, but must be secured to the body)
- c) **3rd/ 4th Grade**
 - 28.5" Women's basketball
 - 9 ft. rim
- d) **5th/6th & 7th/8th Grade**
 - 28.5" Women's basketball
 - 10 ft. rim

13. Player Injury:

- a) If a player is injured and the coach must go onto the court to tend to the player, then that player must be taken out of the game.
- b) The coach may substitute any bench player for the injured. The playing time is still counted as the injured players playing time. The earliest the injured player may reenter the game for the substitute player is at the next dead ball.
- c) A coach cannot make up time for an injured player.

14. Double-Teaming

- a) Teams will not be allowed to double team in the 3rd/4th or 5th/6th levels. However, help defense will be permitted at those levels. To differentiate between the two: If a ball handler steps across mid-court and two defenders immediately try to trap him or her that will be considered a double team. If an offensive player drives to the basket and beats their defender, another defender may step in and stop the ball, this will be considered acceptable help defense. If an offensive player is making a move to the basket and is within the three-point circle, (meaning that person is a threat to score,) and a defensive player reaches in or slides in front of the offensive player, this will not be considered a double team. If an offensive player is outside of the three-point circle, and that player is double-teamed, the play will be stopped, and the ball will be awarded to the offensive team out of bounds. Each team will get two warnings against double-teaming. At the time of the third infraction, and any double-team infraction thereafter, a personal foul will be awarded to the player who is initiating the double-team. This personal foul will count as a team foul as well. We would also like to remind coaches that even though we say that reaching in will not be called a double-team, many times a referee will call a personal foul for a reach in violation.

15. Player Movement and Cancelations

- a) Teams must have a minimum of 4 players to start a game (see rule 5.A for clarification)
- b) If a coach anticipates having less than 4 girls prior to game day, additional players can be pulled from the division below. Coaches can only pull players from within their own program/park district. Coaches cannot pull from outside the league. Coaches cannot pull girls if they are committed to another game. Coaches may only contact players until 5 players have confirmed. Coaches must confirm the addition of girls with the opposing coach prior to game day to ensure that penalties are not sustained on game day as a result of ineligible players.
- c) If a team or park district cancels games they must give at least 24 notice to the opposing team of cancelation

16. Roster Challenge

Teams may challenge another team if they feel as though ineligible players are participating. Challenges must always go through the scorekeepers table, and never directly to the opposing coach. Scorekeepers will consult the rosters they have in their site binders. If a player is found to be ineligible, the illegal player and coach will be ejected from the game, and may be subject to additional penalties. If the challenging team loses the challenge, they will be penalized a time-out.

17. Posting Scores

All games for 5th-8th grade will have their scores posted to the quick scores inter-village website. The home team must post the score of the game within 48 hours. Scores will be posted on the quick score's website. Each park district will inform their coaches on how to post scores onto the website.