



HUMBLE, TEXAS  
www.ourgym.net

## **GYM FALL BASKETBALL 2018 LEAGUE RULES**

### **PLAYING TIME**

Each player **MUST** play a minimum of one half each game. That's at least 20 minutes per player. It is totally the coach's discretion on how the minutes are distributed as long as each player gets their allotted time. The Gym personnel reserve the right to address any violation of this rule, including in a game time situation.

### **GAME RULES**

Team listed on left of the schedule will wear the white side of reversible jerseys and will be HOME and sit right of score table (while facing the court from the bench).

**GAME TIME** – Scheduled game time will be adhered to as much as possible. Games will begin when the team has at least four players. Each team will be allowed at least a 3 minute warm up before the game. The warm up time may be reduced if necessary for scheduling purposes.

**TIME OUTS** - each team gets two (2) thirty second time outs per half per game.

### **SCORE CLOCK**

There are four (10) minute quarters running clock. During the last two (2) minutes of the game, there will be stop clock on all dead balls.

The score clock will stop briefly at the half minute mark of each quarter for substitutions.

Halftime will be 2:00

Regulation HS Federation rules apply.

**OVERTIME** - Overtime is 2:00 minutes with one thirty second timeout. No carry over timeouts. Add'l overtime is 1:00 minute with NO timeouts.

### **MERCY RULE**

If margin reaches 20pts, the clock will continue to run in the last 2 minutes of the game.

### **FOULS**

All players get 5 fouls

## **FREE THROWS**

Bonus = 1 and 1 shots on 7<sup>th</sup> foul and 2 shots on 10<sup>th</sup> team foul

## **SPECIAL RULES FOR K – 2:**

1. For K – 2 ONLY each player will get a free throw at the beginning of the game. There should be an equal number of free throws for the teams. For example, if one team has 7 players and the other team has 6 players, the team with 6 players get an additional free throw from a player that missed his first free throw.
2. Offense will have 10 count to get to the half court line and additional 5 count to get across the blue line. If the ball doesn't get across the blue line, it's a turnover.
3. Defense is to allow ONLY 2 players at the top and 3 at bottom when the offense is bringing ball down.
4. Defense is to allow the offense to get across the BLUE line.
5. The Defense players that are at the bottom are to keep one foot in the paint (or inside the arc) until the ball breaks the "blue line".
6. The above rules are in effect for the first 3.5 quarters. For the remaining 5 minutes of the game is "fair play" which allows a trailing team to apply pressure, and not allow a winning team to stall the ball.

## **SPECIAL RULES FOR Division 1 (Grades 3 – 4):**

1. Teams may not press in the backcourt until the 4<sup>th</sup> quarter, and overtime as applicable. A team technical foul (two free throws and possession of the ball at mid court) may be assessed to the pressing team after the first warning to the pressing team.
2. Three point shots WILL be counted in the FOURTH quarter only.
3. Players are allowed to step across the free throw line when shooting free throws.

## **TECHNICAL FOULS:**

1. We would hope that no coaches are assessed technical fouls, but if so, once the technical has been assessed, all coaches must sit on the bench immediately. The head coach can only stand to call a time out and/or assist an injured player. If a second technical is assessed, the coach may be asked to leave the premises at the referee and administrator's discretion.

**POSITIVE SPORTSMANLIKE CONDUCT IS A MUST AT  
ALL TIMES BY ALL PARTIES!**