


Possession: H A H A H A H A H A H A H A H A H A

Home Team:	NO.	Personal Fouls					1Q	2Q	3Q	4Q
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				

1	19	37	55	73	91
2	20	38	56	74	92
3	21	39	57	75	93
4	22	40	58	76	94
5	23	41	59	77	95
6	24	42	60	78	96
7	25	43	61	79	97
8	26	44	62	80	98
9	27	45	63	81	99
10	28	46	64	82	100
11	29	47	65	83	101
12	30	48	66	84	102
13	31	49	67	85	103
14	32	50	68	86	104
15	33	51	69	87	105
16	34	52	70	88	106
17	35	53	71	89	107
18	36	54	72	90	108

Final Score										
Home:					Away:					
Team Fouls										
1 <sup>st</sup>	1	2	3	4	5	6	7	8	9	10
2 <sup>nd</sup>	1	2	3	4	5	6	7	8	9	10
Time Outs										
1Q			2Q			3Q			4Q	




BASKETBALL  
GOLD CROWN  
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Away Team:	NO.	Personal Fouls					1Q	2Q	3Q	4Q
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				
		1	2	3	4	5				
						T <sub>1</sub>   T <sub>2</sub>				

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15	33	51	69	87	105
16	34	52	70	88	106
17	35	53	71	89	107
18	36	54	72	90	108

Team Fouls										
1 <sup>st</sup>	1	2	3	4	5	6	7	8	9	10
2 <sup>nd</sup>	1	2	3	4	5	6	7	8	9	10
Time Outs										
1Q			2Q			3Q			4Q	



BASKETBALL  
GOLD CROWN  
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**2019 Gold Crown Competitive Basketball Program Game Rules**  
**5<sup>th</sup>-8<sup>th</sup> Grade Divisions**

**Rules:** The Gold Crown Competitive Basketball Program will use the National Federation of High School Association's (NFHS) basketball rules *except for*:

**Game Time:** Each game consists of four six-minute, stop-clock quarters with the clock stopping on all dead balls. However, if in the last two minutes of the fourth quarter, the score differential is 15 or more points, the clock will not stop unless a time-out or injury occurs.

**Roster:** Each team must have a minimum of five players to start the game. A team may finish the game with less than five players. There will be a 5-minute 'grace period' for teams to have five players on the court and ready for play.

**Time-Outs:** Each team will have two full time-outs per half. Unused time-outs do not carry over into the second half, overtime, or sudden death. All time-outs are full time-outs; there will be no 30-second time outs.

**Halftime:** Halftime will consist of four minutes. Teams playing in the next game may use this time to warm-up when current game teams are not using the floor.

**Overtime:** When a game ends with a tie score, teams will play one two-minute overtime period, with the clock stopping on all dead balls. Each team will have one time-out in the overtime period. If the score is tied after one overtime period, an additional two-minute overtime period will be played with the same rules. If the score is still tied after the two overtime periods, the game will go to sudden death with the following guidelines: after a jump ball at center court, the first team to score any combination of two points will be the winner. Each team will have one time-out in the sudden death overtime period. **Note:** In playoff scenario, there will be no 'Sudden Death'. All playoff games will continue to play two-minute overtime periods until a winner is decided.

**Warm-up:** There will be a minimum of four minutes to warm-up before games begin, except for the first game of the day (as long as time allows). **Games will not start earlier than the scheduled start time unless both coaches agree to start early.**

**Backcourt Press Rule:** Teams that are ahead by 20 or more points in the second half will not be allowed to press in their opponent's backcourt. After one warning, additional violations of this rule will result in a technical foul called on the coach.

**Scorekeeping:** Each team must provide one person to keep the clock or scorebook for their game. A minimum of two people are required for each game.

**Game Ball:** 5<sup>th</sup>-8<sup>th</sup> grade boys will use the Size 7 standard ball. 4<sup>th</sup>-8<sup>th</sup> grade girls and 4<sup>th</sup> grade boys will use the Size 6 ball (28.5).

**\*\*Boys 4<sup>th</sup> Grade Gold/Silver Division Only\*\***

**Rules:** The Boys 4<sup>th</sup> Grade Gold & Silver divisions will use the National Federation of High School Association's (NFHS); and the above rules *except for*:

**Game Time:** Each game consists of four ten-minute, running-clock quarters. However, if in the last two minutes of the fourth quarter, if the score differential is 15 points or less, the clock will stop on all dead balls.

**Backcourt Press Rule:** Teams are not allowed to backcourt press under any circumstances.

**Free Throw Rule:** No violation will be called if the player releases the shot behind the free throw line and cross the line after the shot is released.

**\*\*Girls 4<sup>th</sup> & 5<sup>th</sup> Grade Division Only\*\***

**Rules:** The Girls 4<sup>th</sup> and 5<sup>th</sup> Grade division will use the National Federation of High School Association's (NFHS); and the rules *except for*:

**Game Time:** Each game consists of four ten-minute, running-clock quarters. However, if in the last two minutes of the fourth quarter, if the score differential is 15 points or less, the clock will stop on all dead balls.

**Backcourt Press Rule:** Teams are not allowed to backcourt press if the score is 10 points or higher at anytime throughout the game. If the score falls to 9 points or less, teams can then backcourt press. First violation will be a warning; second violation will be a technical foul addressed to the bench.

**Free Throw Rule:** No violation will be called if the player releases the shot behind the free throw line and cross the line after the shot is released.

**Bench Decorum/Warning**

**Bench Warning:** Officials should not permit certain behavior by the head coach or any personnel on the bench who engages in spontaneous reactions to officiating calls and no-calls. **At the official's discretion, repeated spontaneous reactions or unsportsmanlike behavior by the head coach, bench personnel, players on the bench and / or spectators from the stands may result in a warning with subsequent incidents resulting in a technical foul(s).**

**Bench Decorum:** The head coach of each team is responsible for the conduct and behavior of their players, parents, and spectators. **If any coach, parent, player, or spectator is ejected from a game, they MUST sit out their next game. NO EXCEPTIONS.** The person who was ejected from the game will receive a written notification from Gold Crown Program Directors. If any coach, parent, player, or spectator is ejected from two games, they are not allowed to attend any games for the remainder of the Gold Crown season. This applies to both league and tournament play. For more details, visit our **Bench Decorum Page** under Important Documents