

2020 Gold Crown Competitive Basketball Program Game Rules

Feeder & Open Conference Divisions

Rules: The Gold Crown Competitive Basketball Program will use the National Federation of High School Association's (NFHS) basketball rules, and follow modified Jr. NBA Guidelines *except for*:

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.

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.

Boys & Girls 4th Grade; Girls 5th Grade Divisions

Game Ball: Size 6 ball (28.5")

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.

Set Defense/Double Teaming: Only player-to-player defense is allowed throughout the competition, and deliberate "double-teaming" is not allowed. Note: If an offensive player with the ball advances past their defensive player, another defender may rotate to guard that offensive player, and then recover back to the player they were guarding.

Pressing Defense: Teams are not allowed to fullcourt press in the backcourt, except in the 4th quarter and overtime(s). However, if a team is leading by 15 or more points they are not allowed to press in the 4th quarter/overtime(s). **Note:** Only player-to-player pressing in the backcourt is allowed (i.e. no fullcourt zone press is allowed).

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

3-Point Field Goals: Although the 3-point arc may exist on the court, all baskets made beyond this arc only count as two points.

Boys 5th-8th Grade; Girls 6th-8th Grade Divisions

Game Ball: Girls 6th-8th Grade & Boys 5th Grade size 6 ball (28.5"); Boys 6th-8th Grade size 7 (29.5")

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 20 or more points, the clock will not stop unless a time-out or injury occurs.

Set Defense/Double Teaming: There are no restrictions, all allowed throughout the competition at coaches discretion.

Pressing Defense: Pressing allowed throughout the competition; however, the leading team may not press when leading by 15 points or more.

3-Point Field Goals: All allowed throughout the competition at coaches discretion.

Bench Decorum/Warning

Bench Warning: Officials/Rules Coach 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/rules coach 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.