



2021-22 Gold Crown Competitive Basketball League - Game Rules

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

Game Time: Each game consists of two 20-minute running halves with the clock stopping on all dead balls in the last two minutes of the second half. The exception to this would be if the score differential is 10 points or more during the last two minutes of the second half (the clock will continue running 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. If needed, 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.

Warm-up: There will be a maximum of four minutes to warm-up before games begin, except for the first game if time allows. Halftime will consist of three minutes. Games will not start earlier than the scheduled start time unless both coaches agree to start early.

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 full time-out in the overtime period. If the score is tied after one overtime period, 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. There will be no time-outs in the sudden death overtime period.

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.

Uniforms: If two teams have similar colored uniforms, the officials will determine which team will switch to a different color or who will wear pullover jerseys to differentiate teams. There is no designation of home and away teams/colors.

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

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

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.

****Boys 4th Grade; Girls 4th/5th Grade Divisions****

Game Ball: Size 6 ball (28.5")

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 last ten minutes of the second half and overtime(s). However, if a team is leading by 15 or more points they are not allowed to press in the last ten minutes of the second half/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 the arc only count as two points.

Bench Decorum/Warning

Bench Warning: Officials will not permit unsportsmanlike 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 and/or spectators 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 assistant coach, players, and spectators. **If any coach, 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.