

2023-24 Gold Crown Youth Development League - Game Rules

Rules: The Gold Crown Youth Development 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 18-minute, running-clock halves. However, if in the last two minutes of the second half, if the score differential is 10 points or less, the clock will stop on all dead balls.

Fouls/Bonus: Teams will reach the bonus when their opponent commits five fouls in each half. Teams will shoot two free throws for common fouls when in the bonus. Team fouls will reset for the second half.

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

Halftime: Halftime will consist of three minutes.

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 at the end of overtime, 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.

Equal Playing Time: Equal playing time is required of every team.

2nd/3rd Grade Division, 4th Grade Division and 5th/6th Grade Division

Game Ball: Size 6 ball (28.5")

Height of Basket: 2nd/3rd division and 4th grade division (9'); 5th/6th grade division (10')

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 press in the backcourt, except in the last ten minutes of the second half and overtime(s). However, if a team is leading by 10 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 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. **Note:** 2nd/3rd grade division only – players may shoot from the 14' line.

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

7th/8th Grade Divisions

Game Ball: Size 7 (29.5")

Height of Basket: 10'

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: Backcourt pressing allowed throughout the competition; however, the leading team may not press in the backcourt when leading by 10 points or more.

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

Unsportsmanlike Behavior/Zero Tolerance Policy

Gold Crown has implemented a **ZERO TOLERANCE POLICY** regarding unsportsmanlike behavior during Gold Crown events. Any spectator, coach, or player who is ejected from a game is automatically disqualified from attending any games for the remainder of the event. Once the person has been ejected from a game, he/she must leave the facility immediately. If the person does not leave the facility in a timely manner, the local authorities will be contacted. **Note:** If the person who was ejected attempts to attend any subsequent games during the event, the team that he/she is associated with will automatically forfeit their remaining game(s) and no refund will be given.