

# **2022-23 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 15 points or less, the clock will stop on all dead balls.

**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 four 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. Each team will have one time-out 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.

## **\*\*3rd/4th Grade and 5th/6th Grade Divisions\*\***

**Game Ball:** Size 6 ball (28.5")

**Height of Basket:** 3rd/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 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 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:** 3rd/4th 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 this arc only 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 15 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 games. Any spectator, coach, or player who is ejected from a game is automatically disqualified from attending any games for the remainder of the Gold Crown season (including postseason). 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 season, the team that he/she is associated with will automatically forfeit their remaining game(s) and no refund will be given.