

**GRIFFITH BLACKCATS BASKETBALL INC.
PLAYING RULES**

ARTICLE I GENERAL

SECTION 1. INDIANA HIGH SCHOOL BASKETBALL ASSOCIATION rules will be followed except as noted or modified by these Griffith Blackcats Basketball Inc. rules listed below.

SECTION 2. MEMBER, PARTICIPANT, AND SPECTATOR ETHICS

- A. The following applies to before, during, or after all games sanctioned by G.B.B.I. It will be against the rules of G.B.B.I. for any spectator, coach or player to threaten, harass or intimidate the basketball officials in any way. Failure to comply with the rule could mean immediate expulsion from the game and building, and/or cancellation of the game by judgment of the board of G.B.B.I. Any physical contact with a basketball official could mean legal action by the G.B.B.I. board. The G.B.B.I board will rule on each incident and determine the necessary course of action.
- B. Fighting between spectators, coaches, players (in any combination) will not be tolerated. Failure to comply with this rule will mean immediate expulsion from the game and will result in a 1 game suspension for the first offense and suspension for the remainder of the season for the 2nd offense.
- C. Any player or spectator seen or caught in the act of vandalizing, defacing, or causing a dangerous situation (i.e. Dialing 911, false alarms, etc.) will be suspended for at least one week. The suspension will be ruled on by the executive committee as soon as possible after the incident is reported and could result in suspension for the remainder of the season.
- D. Any player with contagious illness (Ex. severe cold, flu, pink eye) will not be permitted to participate in any game or practice until the illness is cleared.

SECTION 3. SMOKING AND DRINKING

ALCOHOLIC BEVERAGES WILL NOT be allowed in the school buildings at any time. SMOKING will NOT be permitted except in designated areas. All violators will be asked to leave the building.

SECTION 4. SUPERVISION OF CHILDREN

All children viewing games and/or practices must be accompanied and supervised by an adult.

ARTICLE II COACHES RESPONSIBILITIES

SECTION 1. FOR PLAYERS AND PARENTS

- A. A coach, at all times, must have complete control of his/her players and their parents during games and practices.
- B. Coaches are responsible for informing parents that children must be picked up within 5 minutes after the conclusion of practice. Coaches must remain until all players have been picked up. The G.B.B.I. Board will review repeated violations.

SECTION 2. OFFICIAL NOTICE TO PLAYERS AND PARENTS

Every coach in the G.B.B.I. is hereby instructed to make all players and parents aware and knowledgeable of the code of ethics and their penalties.

SECTION 3. SCHEDULES

- A. Scheduled games are subject to time change only by the League Administrator with the approval of the grade division representative. Each coach will be responsible for advising his/her team players of any changes.

- B. Officially scheduled practices will be kept to those times and places assigned. **Practices other than the official practices will not be allowed.** Flagrant violations - 1st: written warning; each successive violation will result in coach suspension from the next regular scheduled game.
- C. Official scheduled practices are subject to change only by Board approval.
- D. Practices during the week will not continue later than 9pm for grades 3-6.

SECTION 4. EQUIPMENT

- A. All coaches are responsible for equipment, which will be collected at the end of the season by their grade division representative. The end of the season will coincide with his/her team's elimination from the season ending tournament.
- B. It is the coaches' responsibility to return all equipment to their representative.

SECTION 5. OFFICIAL TIME CLOCK AND SCORE BOOK

- A. The VISITING team will be responsible for the operation and operator of the official time clock. The HOME team will be responsible for the operator and the keeping of the official scorebook. (It is recommended to find one or two parents early in the season to do this each week.)
- B. The keeper of the scorebook will be the official scorekeeper. He/she must record each eligible player and which quarter they enter. He/she must record which quarter(s) an eligible player becomes ineligible due to injury, fouling out, later arrival, or sickness. He/she must record each "warning"/technical issued by a referee (i.e. what it was for).
- C. One (1) person, either working the time clock or working the score book will be eighteen (18) years of age or older.

ARTICLE III TEAM AND PLAYER ELIGIBILITY

SECTION 1. GRADE REQUIREMENTS

- A. Each league and each division within the leagues will be based upon grade requirements. The leagues and divisions will be established according to numbers of individuals signing up at each grade level.
- B. All children will be placed in the appropriate league and grade division. The Board will review parental requests for a child to be allowed to move down a grade group or up a grade group.

SECTION 2. TEAM ELIGIBILITY

- A. Each team must have five eligible players to start a game at the designated starting time or the game is cancelled. However, a scrimmage game of no more than 3 quarters can be played if adequate arrangements can be made between the coaches and the scheduled referees.
- B. Players provided with proper sized G.B.B.I. uniforms and **NOT WEARING THE UNIFORM MAY NOT** participate in sanctioned games without the consent of the grade division representative. White T-shirts are the acceptable undershirt to be worn under the game jerseys and must be without advertisement. No exceptions.

SECTION 3 PARTICIPATION

- A. ONLY registered players may participate in any scheduled games or practices. During games, only the teams assigned gym usage will be allowed on the floor. This includes halftime and between games. This is due to insurance limitations.
- B. With the exception of medical identification, no jewelry is to be worn during any game.
- C. Any player with an open bleeding wound must leave the court. Player can reenter the game once bleeding has stopped and examined by the referee.
- D. Any player who leaves the court due to non-head injury will be eligible to return to the game at the discretion of the coach. Players who leave the court due to a head injury are ineligible to reenter the game.

ARTICLE IV PLAYING RULES GRADE DIVISION 1-2

The first two (2) weeks will be used to evaluate the skill level of each of the players and to focus on teaching the fundamentals of the game through the use of drills. The following seven (6) weeks will consist of **practice/drills for the first half of each session and a game for the second half of each session**. The final session will be a "skills day".

SECTION 1. NO SCORE WILL BE KEPT

SECTION 2. GAME DURATION

Each game will consist of four (4) quarters. Each quarter will have a six (6) minute running clock. There will be a one (1) minute break between each quarter.

SECTION 3. REFEREE

Both coaches will "referee" each game and will be expected to stop play as much as necessary to reinforce the fundamental skills.

SECTION 4. DEFENSE

- A. Defense will be "**zone**" to allow the coach to teach the fundamentals of defense. Note: The grade representatives will consider allowing "man-to-man" for the last two weeks of the season.
- B. The defensive player may not guard the offensive player until he has crossed the five-second line.
- C. No "double-teaming".
- D. "Stealing" the ball should be **very limited** to allow the offense to operate.

SECTION 5. BASKET HEIGHT IS 8 1/2 FEET

SECTION 6. PLAYER ROTATION

Players will be rotated at each quarter in accordance with the following chart.

	10 Players	9 Player	8 Players	7 Players	6 Players
1st Quarter	1-2-3-4-5	1-2-3-4-5	1-2-3-4-5	1-2-3-4-5	1-2-3-4-5
2nd Quarter	6-7-8-9-10	6-7-8-9-1	6-7-8-1-2	6-7-1-2-3	6-1-2-3-4
3rd Quarter	1-2-3-4-5	2-3-4-5-6	3-4-5-6-7	4-5-6-7-1	5-6-1-2-3
4th Quarter	6-7-8-9-10	7-8-9-1-2	8-1-2-3-4	2-3-4-5-6	4-5-6-1-2

ARTICLE V PLAYING RULES GRADE DIVISION 3-8, HS

SECTION 1. GAME DURATION

A. League grades **3-4** will have an 8-minute running clock, with the game running four quarters. The clock will only stop for injuries, free throws, and time outs.

1A. In tournament games, the play clock will stop at **ALL** dead balls in the last minute of each game.

B. League grades **5-8, HS** will have a 6-minute stopped clock. The official clock will stop for all whistles.

C. All overtime periods will be three (3) minutes with a one- (1) minute maximum official time-out between overtimes. Maximum game length - 1 hour, 15 minutes from starting time. The starting time is to be logged by the official scorer.

SECTION 2. TIME-OUTS

Each team is allowed two (2) time-outs the 1st half, two (2) time-outs the 2nd half, and one (1) time-out for each overtime period played. Time-outs do not carry over into an overtime period. Time-outs will be no longer than one (1) minute. A bench technical will be charged for requesting a time-out after having used the allotted number.

SECTION 3. LINE UP

A. Before the start of each game, the team's scorekeeper or coach must present the starting lineup to the official scorekeeper. Each substitute must report to the official scorekeeper before entering the game.

B. Eligible players

1. An eligible player is defined as any player arriving prior to the beginning of the game and in proper uniform; any player not fouled out (having 5 personal fouls); any "uninjured" player; and any player not ejected from the game by the referee.

2. All eligible players that become ineligible during the game due to injury, illness, or fouling out must be reported to the official scorekeeper and be noted in the official score book at the time the player becomes ineligible.

3. Failure to comply with the above items of this section will result in a bench technical foul against the violating team. Each coach noticing an infraction must work with the opposing coach to resolve the infraction equitably with the intent of avoiding any future infraction. The Board will review each infraction.

C. Player Rotation League grades **3-6**

1. The rotation shown below in Section 4 will be followed by league grades for each game of the season.

2. **Before the second game of the season**, each coach will turn in a "line-up" to his grade division representative. Players may be in any order, however, this order will be maintained throughout the season.

3. In order to afford each player the opportunity to be in the starting rotation, each succeeding week the rotation will descend by two. As an example, players 1-5 start this week and the following week, players 3-7 will start.

a. In case of injury, the first player in the next rotation who is not on the court will substitute for the rest of the current quarter and the next quarter. Continue to follow the rotation after that.

b. In the event of overtime, players may be used at the coach's discretion.

D. Player Rotation League grades **7-8, HS**

1. Any player sitting the bench must play the complete subsequent quarter. For example, if three players sit the bench in the first quarter, they must play the second. The other two players are at the coach's discretion.
2. No substitution within any quarter except for injury/foul out.
3. In the event of overtime, players may be used at the coach's discretion.

E. Inexcused absence from practice and/or tardiness to games

The GBBI Board recognizes the fact that absences and tardiness to games has an effect on the entire team. Further, the Board realizes that the responsibility for timeliness and participation rests mainly with the parent of the players. Bearing this in mind, a coach may :

1. Issue a warning to a **parent** after the first unexcused absence/tardiness.
2. With division representative approval, at the time of a second offense, suspend the offending player from his first scheduled quarter of play.
3. With division representative approval, at the time of a third offense, suspend the offending player for one (1) complete game.

SECTION 4. ROTATION Grades **3 - 6**

	10 Players	9 Players	8 Players	7 Players	6 Players
1st Quarter	1-2-3-4-5	1-2-3-4-5	1-2-3-4-5	1-2-3-4-5	1-2-3-4-5
2nd Quarter	6-7-8-9-10	6-7-8-9-1	6-7-8-1-2	6-7-1-2-3	6-1-2-3-4
3rd Quarter	1-2-3-4-5	2-3-4-5-6	3-4-5-6-7	4-5-6-7-1	5-6-1-2-3
4th Quarter	6-7-8-9-10	7-8-9-1-2	8-1-2-3-4	2-3-4-5-6	4-5-6-1-2

SECTION 5. FOULS

A. A player may incur only five personal fouls per game. There will be no exception to this rule, regardless of the score or number of eligible players remaining on the team. For the purpose of rotation, a "fouled out" player is the same as an injured player.

B. Technical fouls PENALTY: All technical fouls in all leagues and divisions will have a penalty of two (2) free throws and loss of ball possession.

C. Warning penalty: The warning will be given at the discretion of the referee and must be logged in the official score book, listing what the warning was for.

D. Technical foul on coach: Any coach who personally receives two technical fouls in any one game will be ejected from that game AND the building. Any coach receiving two (2) technical fouls and does not remove himself from the game SHALL BE SUSPENDED FOR THE NEXT TWO (2) GAMES. Any coach ejected from a game MUST appear before the Board at the next scheduled meeting. The coach's actions will then be reviewed by G.B.B.I. Board of Directors, which will exercise its right to remove any coach from his/her coaching duties at any time deemed necessary.

E. Misconduct technical foul on player or coach: Any player or coach receiving two (2) technical fouls for MISCONDUCT in any one game will be suspended from further participation in that game. If, during the season, a player or coach is ejected for a second time, he will be suspended from further play of that game and also the next scheduled game. A third ejection from a game will result in suspension for the remainder of the season.

F. Bonus will go into effect on the seventh team foul in each half.

G. Flagrant Fouls will be assessed as seeing fit by the officials. If a player receives a FLAGRANT 2 foul, he will be automatically ejected and subject to review from the board of directors and possible suspension from further league game(s).

SECTION 6 LANE VIOLATIONS

- A. An offensive player in grades **3-4** can stay in the lane area for five (5) seconds at a time.
- B. An offensive player in grades **5-8, HS** can stay in the lane area for three (3) seconds as prescribed by the IHSAA.

SECTION 7. DEFENSE

- A. League grades **3-4** will play a straight man to man defense, (the defensive man will stay within 6 feet of his player) with the exception of the free-throw lane where, and only where, “double teaming” is allowed. In the free throw lane, any number of defensive players may guard the ball handler.
- B. League grades **5-6** may use a “zone” or “man-to-man” defense. League grades 5-6 will be able to double team the ball (2 players only) any time past mid court.
- C. “CLEARING-OUT” by the offensive team for the purpose of playing “one-on-one” is prohibited. “Clearing-out” is defined as having four (4) offensive players grouped in the opposite side of the forecourt or having four (4) players spread to each corner (within approximately ten feet of the corner) of the forecourt when the ball carrier is also in the forecourt.
- D. League grades **7-8, HS** may use any defensive/offensive strategy in accordance with IHSAA rules.

SECTION 8. FULL COURT PRESS

- A. League grades **3-4** will **not** be allowed to press. The player bringing the ball across the half court cannot be guarded until he has crossed over the half court line.
- B. League grades **5-6** will be allowed to use the “**full court press**” in the last 3 minutes of the 4th quarter of a game and at any time during subsequent overtime periods.
- C. League grades **7-8, HS** may use the “full court press” at the coach’s discretion.
- D. No team may use the “full court press” if winning by ten (10) points or more.

SECTION 9. BASKET HEIGHT AND FREE THROW DISTANCE

- A. League grades **3-4** will use 10 foot (10’) high baskets. League grades 3-4 will shoot free throws from twelve (12) feet.
- B. League grades **5-8, HS** will use the regulation basket height and shoot free throws from the regulation free throw line.
- C. In accordance with IHSAA rules, marked lane spaces may be occupied by a maximum of four defensive and two offensive players. The fourth spaces (nearest the free throw line) shall not be occupied and are not considered marked spaces.

SECTION 10. THREE POINT PLAY

- A. **League grade 5-8, HS only:** three (3) points will be awarded for any basket shot and made from the location designated by the marked lines on the floor.
- B. League grade **3-4** will **not** have a 3 point shot

SECTION 11. AGGRESSIVE PURSUIT OF THE BASKET

No team in any league or division will intentionally “delay” the game by slowing down the offense. In general, each player only plays two quarters and must be afforded the opportunity to play the game at a reasonable pace.

ARTICLE VI END OF SEASON TOURNAMENT

SECTION 1. TEAM PARTICIPATION LEAGUE GRADES **3-8, HS**

- A. Each team in League grades **3-8, HS** will be involved in the end of season **single elimination** tournament.
- B. Seeding to be determined by regular season standings. A tiebreaker will be used to eliminate ties. (1. Win/Loss record, 2. Head-to-Head, 3. Points scored in season, 4. Points allowed in season).
- C. The start of the tournament for each division will be determined by the number of teams per division. League reps will determine when to start each tournament so that it is completed by the closing ceremonies.

SECTION 2. PLAYING RULES

- A. Tournament rules will be the same as the regular season playing rules.
- B. The player rotation for the tournament will be as follows:
 - 1. Any player sitting the bench must play the complete subsequent quarter. In other words no player can sit the bench two straight quarters and all players will play at least two quarters per game. For example if you have 8 players on your team, the three player on the bench must play the next quarter. The other two players to complete the 5 are up to the coaches discretion.