

All Divisions' Rules

1. Game Format

- a. Modified Arizona Interscholastic Association Rules will be followed.
 - i. Please refer to each age division for modified rules
 - ii. All rules/situations that occur in the GRIC youth basketball games may not be covered in these rules. Such rules/situations not listed will be governed by the commonly known basketball rules as understood by officials.
- b. 5 v 5 format
- c. Teams will start in the opposite direction of their team bench and change after halftime, ending on the side of their team bench.
- d. Jump Ball
 - i. All games will start with a jump ball at the center of the court.
 - ii. Alternating possession for each ump ball that is called.

2. Home and Away Team

- a. Home Team – wears white jersey and sits on the bench labeled home.
- b. Away Team – wear purple jersey and sits on the bench labeled away.

3. Playing Time

- a. It is recommended that each player plays 50% of each game.
- b. No player will be penalized playing time for missing games or practices.

4. Halftime

- a. Halftime will be 3 minutes in length.

5. Communication and Team Bench

- a. The only individuals allowed on the bench are the Head Coach and the Assistant Coach (total of two coaches per bench), and players officially listed on the team roster.
- b. Head Coach must identify themselves to the game official(s) prior to the start of the game.
- c. Coaches should communicate with game officials for any game issues.
- d. Do not approach score table staff – some staff are minors.

6. Sportsmanship and Conduct

- a. All players, coaches, parents/spectators must demonstrate positive sportsmanship at all times.
- b. All players, coaches, parents/spectators are expected to follow the GRIC CSD code of conduct at all times during their presence at practices and games, including in the parking lots.

- i. Failure to abide by the code of conduct will result in disciplinary action.
- c. GRIC youth sports are to reflect a fun, fair, and safe program for all participants involved; including the officials for the game.

7. Game Officials

- a. One or two game officials and/or scorekeepers will be assigned to each game.
- b. Officials will provide reminders, encouragement, and praise throughout the games to help players with their development.

8. Jewelry and Player Apparel

- a. No jewelry of any kind during warm up and game time. Medical ID bracelets are allowed.
- b. Players must have tennis shoes or court shoes.
- c. Players must have a team jersey.

4-6 Year Division

- 1. Game Clock
 - a. Game time will be two 18 minute halves with a running clock
- 2. Coach on Court
 - a. One coach is permitted on the court per team to give instructions.
 - b. The coach must remain near the sideline or baseline.
- 3. Substitutions
 - a. The clock will stop at 4, 8, and 12 mins for substitutions. Time Outs/Substitutions periods will be for 30 seconds.
- 4. Time Outs
 - a. No additional time outs
- 5. Defense
 - a. Man to man defense only.
 - i. Colored wrist bands will be provided to all players
 - ii. Players will play defense with their opponents matching their wristbands.
 - b. Help defense can only occur inside the key; no double teaming outside of the key.

- c. No stealing or swiping the basketball while the offensive player has possession.
 - d. Full court press is not allowed. There will be no pressing defense in the backcourt. The defensive team must retreat to mid-court and cannot challenge the offensive player until they cross center line.
- 6. Fouls
 - a. Fouls will not be called, but the referee can reset the play when needed.
- 7. Free Throws
 - a. No free throws
- 8. Violations
 - a. No screening
 - b. No stealing the basketball while an offensive player has possession.
 - c. Double dribbling, traveling, and carrying will be permitted.
 - d. No lane violations.

7-8 Year Division

- 1. Game Clock
 - a. Game time will be two 18 minute halves with a running clock.
- 2. Coach on court
 - a. The court is off limits to coaches who must stay on the sidelines and baselines.
- 3. Substitutions
 - a. The clock will stop at 4, 8, and 12 mins for substitutions. Time Outs/Substitutions periods will be for 30 seconds.
- 4. Time Outs
 - a. No additional time outs
- 5. Defense
 - e. Man to man defense only.
 - iii. Colored wrist bands will be provided to all players
 - iv. Players will play defense with their opponents matching their wristbands.
 - f. Help defense can only occur inside the key; no double teaming outside of the key.
 - g. No stealing or swiping the basketball while the offensive player has possession.

- h. Full court press is not allowed. There will be no pressing defense in the backcourt. The defensive team must retreat to mid-court and cannot challenge the offensive player until they cross center line.

6. Fouls

- a. Fouls will be called. Every foul will result in an out-of-bounds possession by the team whose player was fouled.

7. Free Throws

- a. No free throws.

8. Violations

- a. No screening
- b. No stealing the basketball while an offensive player has possession.
- c. Excessive double dribble and traveling may be called at the discretion of the referee/officials.
- d. No lane violations.

9-15 years

1. Game Clock

- a. Game time will run for two 20 minutes halves.
- b. Running clock during the game.
- c. The clock will stop during team and officials time outs, including injury time outs.
- d. The clock will be stopped during the last two minutes of the second half if the score is within 10 points.
 - i. The clock will run if the score is more than 10 points difference.
- e. There will be a 3 minute half time.

2. Coach on court

- a. Coaches will not be permitted on the court and must stay on the sidelines and baseline

3. Time Outs

- a. Two 30 second times outs per half are afforded to each team.

4. Defense

- a. Open Defense (man or zone)
 - ii. No double teaming, no trapping.
- b. Full Court press is permitted during the last 10 minutes of the 2nd half. There will be no full court press if the pressing team is ahead by 10 or more points.

- c. Help defense is only permitted in the key.

5. Substitutions

- a. All substitutes must check in at the score table and wait for the official to allow them to enter the game.

6. Fouls

- a. All fouls will be recorded per player and team.
 - i. Seven team fouls committed will result in a one and one bonus free throw attempt(s).
 - ii. Ten team fouls committed will result in a two –shot bonus with free throw attempt.
- b. Players will have a max of 6 fouls per game. The player will have to exit the game after their 6th foul.
- c. Shooting fouls will result in the appropriate number of free-throw attempts and possession.
- d. Technical fouls will result in the opposing team being awarded two free throw attempts and possession.
- e. Unsportsmanlike Technical foul will result in player substitution plus the opposing team awarded two free throw attempts and possession. The player/coach must sit out for two minutes of the game clock.

7. Violations

- a. Three second lane violation – a warning will be given before the call is made.
- b. Double dribbling and traveling will be called.
- c. Ten-second violation – the offensive team has 10 seconds to bring the ball across half court.

8. Score

- a. If a team is leading by more than 15 points, the score will be turned off, the game clock will run, and the scorekeeper will continue to record the score sheet.
- b. Score can be turned back on if the score is within 15 points.

9. Overtime

- a. A (2) two minute overtime will be played at the end of regulation. If there is a tie at the end of the overtime period, the game will go into sudden death play. Sudden death will be started with a Jump Ball in Center Court. The game will end after one team makes a basket or free throw.
 - i. The clock will stop at all dead balls.
 - ii. Each team will receive one 30 second time out.
 - iii. All personal fouls will carry over.

Equipment:

Division	Basketball Size	Goal Height
4-6 years	27.5	8 feet
7-8 years	27.5	8 feet
9-10 years	28.5	10 feet
11-12 years	28.5	10 feet
13-15 years	29.5	10 feet