

Girls' Inter-Village Basketball League League Rules- 2011

Addison, Bloomingdale, Bensenville (BBA), Glendale Heights,
Itasca, Medinah and Wood Dale Park Districts

All participants will adhere to these Inter-Village League Rules. All other rules not defined here will be subject to IHSA official Basketball Rulebook.

1. Length of the game:

- a. All games will be 4, 8-minute quarters, Running Clock.
- b. A running clock will be used during each game.
- c. The ref will stop the clock around the 4 minute mark during each quarter.
- d. At the four minute mark teams are able to sub in there players at this time.
- e. The clock will stop for free throws, an injured player, only after the referee signals it.
- f. Overtime will consist of a three minute period. The first two minutes will be a running clock and the last minute will be a stopped clock. If the game is still tied, sudden death overtime will be played.
- g. There will be 1 minute between quarters
- h. Halftime will be 3 minutes.

2. Timeouts:

- a. Each team is allowed 2 timeouts per half. They do not carry over to the next half
- b. Each team is allowed 1 timeout for the overtime period.

3. Substitutions:

- a. Coaches must hand in roster to the scorekeeper prior to each game.
- b. All players must play a minimum of 16 minutes, unless the player fouls out or meets one of the following requirements:
 1. If a player is in foul trouble. (Meaning 3 or more fouls before the 4th quarter)
 2. A player is injured or totally exhausted.
 3. **Injury time = playing time**
- c. No player may play more then three quarters when their team has 7 or more players present for that game.
- d. The scorekeeper will buzz in substitutes. Each player must report their number and the number of the player they are substituting. (#1 for #22)
- e. If time is stopped for an injured player, that player must be taken out of the game. The next dead ball, the injured player may return to the game.
- f. Coaches will be allowed to use the Free Substitution for all quarters.

4. Defense:

- a. 3rd and 4th Grade teams are not allowed to press. All team defenses must play within the neutral zone. Not past the top of the Key
- b. 5th and 6th Grade teams will be allowed to press in the last 2 minutes of the game only.
- c. 7th and 8th Grade teams will be allowed to press the duration of the game.
- d. **A team may not press if they are up by 10 points or more. Once the 10 point margin has been diminished both teams may press until one team goes up by 10 or more points.**
- e. Open defense at each level. Each team can either play man to man or zone defense.

5. Free Throws:

- a. 3rd and 4th Grade – regulation Height (10 feet), 12 feet for free throw line.
 1. Each team will shoot an equal amount of free throws during halftime. (if one team has 7 players and the other team has 9 players, each team has to shoot 9 shots. Every player gets at least 1 free throw at halftime. These points count towards the score.
- b. 5th – 8th Grade – regulation Height (10 feet), 15 feet for free throw line.

6. Fast Break Rule:

- a. Teams will be allowed to fast break, given the opportunity. In 3rd – 6th grade games, if a team makes ANY attempt to fast break, the defensive team will be allowed to play defense in the backcourt (i.e. Press). **In order for the defense to be forced to drop back, the player in control of the ball must not make any attempt to fast break.** At this point the defense must drop back to the top of the key.
- b. Once the defensive team has dropped back they may not pick up their player on defense until they cross the centerline. This means both feet and the ball must be across center court.

7. Offensive Lane Violations:

- a. 3rd and 4th Grade – 5 seconds.
- b. 5th – 8th Grades – 3 seconds.

8. 3-point plays:

- a. When available, 3-point shots will be counted for 5th/6th grade and 7th/8th Grade games.

9. Conduct:

- a. The officials may remove any player or coach from a game for unsportsmanlike conduct including inappropriate language. In severe cases, the League Administrator may remove a player or coach from league play.

- b. Team coaches are responsible for the conduct of their players, parents and visitors. If an official finds their conduct disruptive to the game, the following courses of action may be taken:
 - 1. First, warning to the team coach.
 - 2. Second, a technical foul against the team.
 - 3. Third, forfeiture of the game.
- c. Three (3) technical fouls on a team in a given game shall constitute a forfeit.
- d. Two (2) technical fouls on a coach or player will result in a disqualification and the coach/player will be asked to leave the gym and not be allowed to attend the next game.

10. Officials:

- a. 3rd – 6th Grades – one official will be used for each game.
- b. 7th and 8th Grades – two officials will be used for each game.
- c. All host teams must provide a copy of these rules for every official that is working a game.

Mandatory: Visiting team must call home team week of game to confirm!!!