

# **ARKANSAS RIVER VALLEY BASKETBALL RULES 2015-2016**

## **1. Governing Body**

- a. Any Rules not covered in the following handout will be governed by the National Federation of State High School Associations Rules (NFHS). Any conflict in rules between this handout and NFHS will be governed by this handout

## **2. Ball**

- a. All divisions will use a regulation girls ball. (28.5)

## **3. Game Time and Clock**

- a. Games will consist of four 10 minute quarters.
- b. The clock will run continuously, only stopping for time outs or injuries.
  - i. 3<sup>rd</sup> and 4<sup>th</sup> Grade – the clock will run continuous for all four quarters
  - ii. 5<sup>th</sup> and 6<sup>th</sup> Grade – the clock will run continuous for all four quarters except for the last two minutes of the fourth quarter. The clock will stop on all dead ball situations.
- c. Halftime will be three minutes
- d. There will be a minimum five minute warm up time between games.
- e. Should the games be running ahead of schedule, games will be started no earlier than fifteen minutes early, all coaches and players should be at the gym thirty minutes prior to scheduled start to allow for the possibility of an early game time.
- f. If at the end of regulation, the game is tied, the game will go into an overtime session of three minutes.
  - i. Each overtime session will begin with a jump ball at midcourt
  - ii. Clock rules will follow fourth quarter clock rules.
  - iii. If the game is tied at the end of one overtime, the game will count as a tie.

## **4. Mercy Rule**

- a. Third and Fourth Grade
  - i. The Mercy rule score shall be 15 points
  - ii. During the mercy rule, the team in the lead must play defense from within the 5 second lane (this applies to all four quarters of the game).
  - iii. The leading team during mercy rule shall return all 5 defensive players to the defensive end of the court while on defense.
- b. Fifth and Sixth Grade
  - i. The Mercy rule score shall be 20 points
  - ii. During the mercy rule, the team in the lead must play a half court defense while the team that is trailing can continue to play full court defense (this only applies to the fourth quarter when pressing is allowed).

## **5. Line Ups and Coaches Rules**

- a. Lineups should be checked at the score table between the 3<sup>rd</sup> and 4<sup>th</sup> quarter of the previous game, if it is the first game of the day, lineups should be checked no later than 15 minutes prior to scheduled start.
  - i. Coaches need to make sure that all eligible players are listed on their line-up. Coaches will be asked to initial the scorebook on the line immediately following the last player listed to indicate they have acknowledged the lineup

- ii. Any player that is allowed to play that is not listed in the official scorebook will result in a technical foul charged directly to the head coach.
  - 1. The player will only be allowed to continue play if he or she is on the teams official roster.
- iii. If a team has less than 5 players present at game time, the coach must either:
  - 1. Play with the handicap
    - a. Notify the opposing coach, scorekeeper and referees of decision to play with the handicap
    - b. Play with the children that did show up, if a player shows up late, they may play as long as they are on the roster in the scorebook
    - c. Final score is recorded in the book and is part of team placement
  - 2. Forfeit the game
    - a. In the event a forfeit is reported less than 24 hours prior to the first game scheduled on the day of the forfeit, the program to which the forfeiting team belongs, shall be responsible for reimbursing the host program the cost of referees for the game forfeited.
    - b. Notify the opposing coach, program director, scorekeeper and referees of decision to forfeit.
    - c. For the sake of the children that did show up to play, the coach can:
      - i. Pull players from opposing team or from stands to play as long as they are the same age as the division playing.
      - ii. Play with the handicap; game will be recorded as a forfeit with the final score of 2-0.
- b. There will be ten-minute grace period to allow for late players if and only if the team does not have enough eligible players present to put five players on the court. The ten minute grace period will begin from the announced start time. (if the game is announced to start early due to the games running ahead, the 10 minute timer will start when the referee says the official start time is to begin.) Please note that this will be strictly enforced.
  - i. If a team has not shown up within the ten minute grace period the game will be either played with the handicap or forfeited
- c. Coaches are responsible for players at **ALL** times; this includes but is not limited to keeping their players off the court when they are not playing.
- d. Coaches can be assessed a technical foul for unruly conduct from fans
  - i. Coach will be issued on warning in regards to unruly fans. If the coach is having problems with the fans, immediately notify the referees at which time the director of the gym will be directed to take care of the situation.
- e. Coaches must remain in the coaches box (10 ft. from center court down to end line) when game is in play.
  - i. Coaches failing to stay within the box will be issued one warning; a second offense will result in a technical foul.
    - 1. **This will be strictly enforced.** If the coach is out of the box, it blocks the view of the scorer's table.
- f. Coaches are not allowed on the floor during game play or a technical foul will be assessed without warning.
  - i. In the event that there is very limited sideline room, discuss the situation with the referees to avoid any confusion.

- ii. Coaches are allowed on the floor only during an emergency/injury situation.
  - 1. *as a side note, the kids are our first priority, if a child is injured the referee's will stop the clock as long as it does not affect the flow of the game. i.e. fast break, lay-up or scoring opportunity. If a player is injured in the back court, the coach may go onto the court during a live ball to assist the player. By rule, referees are not to stop a game for an injury until a dead ball situation, but this will be at the referee's discretion.*
- g. If a coach or player receives two technical fouls during a game, they will be removed from the game.
  - i. Players that have been ejected from a game will be allowed to remain on the bench at the referee's discretion.
  - ii. Coaches that have been ejected will be asked to leave the gym for the remainder of the day, no exceptions.
  - iii. If a coach is ejected twice during a season, on the second time, the coach will be required to miss the next game the team plays after the second ejection.
  - iv. A third ejection will result in a meeting of league directors with the possibility of suspension for the remainder of the year. If the offense warrants, the coach can be banned from the league. The coach will be allowed to attend this meeting to present his or her point of view.

#### **6. Time-outs**

- a. Each team will be allowed two 30-second timeouts per half. These timeouts can be used at any time during the half but they do not carry over.
- b. Should a game go into overtime, each team will be given one 30-second time out in the overtime period.

#### **7. Defense - 3<sup>rd</sup> & 4<sup>th</sup> Grade**

- a. When possession is determined, the defensive team must fall back to the offensive side of the court.
  - i. Possession will be determined by the officials and is a judgment decision.
- b. The ball must be allowed to cross half court before a steal or an attempt can be made.
- c. Failure to fall back can result in a warning; a second offense can result in a technical foul at the referee's discretion.
- d. No full court press is allowed at any time.

**Defense – 5<sup>th</sup> & 6<sup>th</sup> Grade** – The rules outlined for 3<sup>rd</sup> & 4<sup>th</sup> Grade apply during the first, second, & third quarter. At the beginning of the 4<sup>th</sup> quarter full court defense will be allowed as long as the Mercy Rule is not in effect.

#### **8. Fouls**

- a. Teams will shoot one and one after the 7<sup>th</sup> team foul
- b. Teams will shoot two shots after the 10<sup>th</sup> team foul
- c. Any player with five personal fouls will be removed from the game.
  - i. If a player fouls out of the game, coaches will be allowed 30-seconds to make a substitute.

The following is a list of rule changes from the standard NFHS rules

1. 7 seconds to inbound the ball
2. 5 seconds in the lane (**Lane Violations are a NFHS point of emphasis this year, please coach your players accordingly**)
  - a. The coaches are urged to read and understand the rules on lane violations as to when the count starts and when it resets.
  - b. Players will be given a verbal warning to get out of the lane
  - c. If, in the referee's judgment, no advantage is being gained, no violation will be called for the first offense and the coach will be warned to get the player out of the lane.
    - i. On the second offense, player will receive verbal warning; violation will be called if player does not heed the warning.
  - d. If, in the referee's judgment, the player is gaining an advantage, no warning will be given and the violation will be assessed.
3. Free throws will be attempted from a twelve foot line. The ball must be released from behind the line. Landing on or crossing the line **after the release** will NOT result in a violation.
  - a. If the shooter runs into the lane to attempt a rebound before the ball hits the rim a lane violation will be assessed.
4. All players must allow the ball to hit the rim before entering the lane.
5. Traveling and Double Dribble will be enforced if, in the referee's judgment, an advantage is being gained.
  - a. *This is a learning age and no one wants to discourage a child from playing in the future, however, if the violations are excessive the officials will have no choice but to enforce the penalties. Again, at this age group, all traveling and double dribble violations are called at the referee's discretion.*

### **5<sup>th</sup> and 6<sup>th</sup> Grade**

5<sup>th</sup> and 6<sup>th</sup> grade will play by NFHS rules. The following are just some high points that need to be noted.

1. 5 seconds to inbound the ball
2. 3 second in the lane (**Lane violations are a NFHS point of emphasis this year, please coach your players accordingly**)
3. Players will shoot from the standard free throw line.
  - a. 5<sup>th</sup> graders - The ball must be released from behind the line. Landing on or crossing the line **after the release** will NOT result in a violation.
    - i. If the shooter runs into the lane to attempt a rebound before the ball hits the rim a lane violation will be assessed.
  - b. 6<sup>th</sup> graders may not cross the line at any time prior to the ball hitting the rim.
4. All players must wait for the ball to hit the rim before entering the lane.

All rules not covered in the Arkansas River Valley basketball rules will be governed by the NFHS rules. Any conflict between NFHS and Arkansas River Valley Basketball will be governed by the Arkansas River Valley Basketball rules.

Should a conflict arise regarding the rules, a protest should be filed with the referees and noted in the official scorebook, an attempt to clarify the protest will be done immediately, however, should a resolution not be reached, a meeting of the board will determine the appropriate actions.

All judgment decisions by the referees are final and are not open to protest. *i.e. traveling, double dribble, foul, etc.*

All coaches are advised to obtain a copy of the NFHS Rulebook. This rulebook can be purchased from the Arkansas High School Activities Association website ([www.ahsaa.org](http://www.ahsaa.org)) or the National Federation of State High School Associations website ([www.nfhs.org](http://www.nfhs.org))

**I, \_\_\_\_\_ (print), have read and understand the above rules and regulations and agree that I will abide by them.**

\_\_\_\_\_  
Coaches Signature Date

Team \_\_\_\_\_ Division \_\_\_\_\_