

Turnpike Basketball Club – 2019-20 Game Rules

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1. **Matters Not Addressed:** Virginia state high school rules cover all situations not addressed below.
 - a. **EXCEPTION:** The Boys-Girls Grades Kindergarten through 2 (K-2) League will play 3-on-3 half-court basketball games by the rules listed in Section 19 below. No standings will be kept and no playoffs will be held for this league.
 - b. **NOTE:** Turnpike Basketball uses the term “League” to refer to similarly aged groups.
2. **Basket Height:** The K-2 League will play with a basket height of 8-1/2 feet. All other leagues will play with the standard 10-foot basket height.
3. **Ball Sizes:**
 - a. The K-2 League will use a Size 5 (27.5”) basketball.
 - b. The Boys Grades 3-4 (B3-4), Boys Grades 5-6 (B5-6), Girls Grades 3-4 (G3-4), Girls Grades 5-6 (G5-6), and Girls Grades 7-8 (G7-8) Leagues will use a Size 6 (28.5”) basketball.
 - c. The remaining boys’ leagues will use a Size 7 (29.5”) basketball.
4. **Game Duration:** All house leagues will play four quarters. The clock will run only when the ball is in play. The Boys Grade 7-8 (B7-8) League, the Boys Grades 9-10 (B9-10) League, the Boys Grades 11-12 (B11-12) League will play 7-minute quarters. All other leagues play 6-minute quarters.

5. **Overtime:** If the score is tied at the end of regulation time, a two-minute overtime period will be used, starting with a jump ball. If time permits (judgment to be made by game officials), additional two-minute overtime periods can be played as long as the game remains tied at the end of a period. If time does not permit additional two-minute overtime periods, a sudden-death overtime period will be used (first team to score a point wins).
6. **Time-outs:** Each team has 4 one-minute time-outs per regulation game. An additional time-out is awarded each team for an overtime period.
7. **Back Court Violations:** In all other Leagues, however, players must advance the ball beyond half court in less than 10 seconds.
8. **Full Court Press:** Full court pressure defense is not permitted in the B3-4 and G3-4 Leagues. NOTE: Half-Court Pressure in the K-2 League is covered in Rule 19(e) below.
 - a. An offensive team that loses possession of the ball in its front court (either via making a basket, a turnover, a defensive rebound, etc.) must immediately retreat to its back court. No defensive pressure can be placed on the other team's players while they control the ball in their back court. A violation of this rule results in a stoppage of play and the awarding of the ball to the controlling team. This call supersedes any fouls or other violations committed while the ball is in the back court or subsequent action. Defenders in these cases may not cross the line (often a blue line) approximately 6-10 feet from the center court line until the offensive player crosses the center court line and is clearly in the front court (defenders lining up on the center court line to steal the ball is specifically prohibited).
 - b. EXCEPTIONS:
 - i. In the B3-4 and G3-4 Leagues, teams may play full court pressure in the last minute of the game and in all overtime periods only if the pressing team has no more than a 10-point lead.
 - ii. In the B5-6, B7-8, G5-6 and G7-8 Leagues, full court pressure is only allowed if the pressing team has no more than a 10-point lead.
 1. A team ahead by 11 or more points cannot apply defensive pressure to opposing offensive players while the offense controls the ball in its back court.
 2. A team ahead by 21 or more points cannot apply defensive pressure to opposing offensive players while the offense controls the ball in its back court or outside the three-point arc in the front court.
 - a. If the court does not have a three-point arc, each defensive player may only apply defensive pressure if they have at least one foot in the key in the front court.

- iii. In the B9-10 and B11-12 Leagues, full court pressure is only allowed if the pressing team has no more than a 20-point lead. A team ahead by 21 or more points cannot apply defensive pressure to opposing offensive players while the offense controls the ball in its back court.
9. **Zone versus Man-to-Man Defense:** All age groups may play either a zone or man-to-man defense.
- a. NOTE: It is highly encouraged in the Grades 1-2 and 3-4 age groups that man-to-man defense be taught and used during the season.
10. **Lane Violations:** In the K-2 League, a violation will be called after an offensive player is observed remaining in the lane for 5 seconds. All other leagues will observe the high school rule of 3 seconds.
11. **Foul Shooting:**
- a. Players in the K-2 League shoot free throws from a spot 36 inches closer to the basket than the regulation line.
 - b. Players in the B3-4 and G3-4 Leagues shoot free throws from a spot 18 inches closer than the regulation line. In these Leagues, game officials should place a piece of tape at the adjusted foul lines prior to the start of a game.
 - c. Defensive and offensive players lining up in the lane on foul shots must stand at least one slot away from the basket. Players may enter the key for a rebound on the shooter's release of the ball on the second shot for a two-shot foul, or on the first shot (or second shot if the first is made) on a one-and-one.
 - d. Officials must remove the tape at the conclusion of the last game in the gym where tape is necessary.
12. **Three-Point Shots:** Three-point shots are only allowed for the B11-12, B9-10, B7-8, B5-6, G7-8, and G5-6 Leagues, and only when games are played on courts with a three-point line.
13. **Misconduct:** Coaches are responsible for the conduct of themselves, their assistant coaches, their players, and their fans. It is particularly important to demonstrate respect for referees' decisions (referees can make honest mistakes just as players and coaches sometimes do). Improper behavior during games or practices will not be tolerated. At the discretion of game officials, misconduct may result in technical fouls, removal from games, and/or possible game forfeiture. Serious and/or repeat offenders may be excluded by the Board of Directors from continuing involvement with the league.
- a. **No Dunking:** No dunking, touching or grabbing of the rims is permitted at any gym. The penalty will be immediate ejection from the game and suspension from the player's following game. Subsequent violations of this rule will result in expulsion from the league without any refund of the player's registration fees.

14. **Minimum Number of Players:** If a team cannot field 4 players, its game will be forfeited.
- a. A ten-minute grace period will be allowed for teams having less than 4 players at the scheduled game time. The length of quarters may be reduced, at the discretion of the game officials, if a grace period is necessary.
 - b. Once a game is ruled a forfeit, the game will be deemed official. In such a case, the teams may scrimmage or practice on the court for the duration of their allotted game time. However, the game referees will have no obligation to officiate this activity.
 - c. **24+ Hour Notice:** If a team, in good faith, informs the President or league Commissioner of an anticipated shortfall in players more than 24 hours before game time, the game will automatically be postponed.
 - i. The opposing team will have the option to either a) request that the league reschedules the game or b) accept a forfeit win.
 - ii. If after a reasonable effort, the league cannot reschedule the game, the game will be considered a forfeit.
 - d. Once a game is started, it may continue even if circumstances result in a team having less than 5 players available to play unless it becomes evident that such a team cannot win the game.
 - e. The head coach of a team with 5 or more players may choose to play only 4 players at any point during the game.
 - i. Any head coach opting to use 4 players is free to add a 5th player at his/her discretion at the next stoppage of play.
 - ii. Any team opting to use 4 players must still fulfill the Participation and Substitution Rules stated below in Rules 15 and 16.
15. **Participation:** EVERY player arriving prior to a game's scheduled start time and present for the entire game must play at least two full, uninterrupted quarters in that game.
- a. **Late Arrival of Players:** If a player arrives at a game after it has started but before the end of the first quarter, he/she must fulfill the minimum participation requirement. If a player arrives at a game after the first quarter is completed and before the start of the third quarter, he/she must play a minimum of one full quarter. A player arriving after the third quarter has started is not guaranteed playing time.
 - b. **Early Departure of Players:** If a player plans to depart a game earlier than the start of the third quarter, he/she is required to play only one full quarter to meet the participation requirement. If a player departs a game before the start of the fourth quarter, but after the start of the third quarter, he/she must play a minimum of two quarters to fulfill the participation requirement.

- c. Overtime: There are no special participation requirements for overtime periods. Coaches may use players regardless of how much time they previously have played in the game.
- d. Game participation rules will be in effect for all age/gender divisions during the post season tournament.
- e. NO player may play three quarters unless all other players play at least two FULL quarters. NO player may play four quarters unless all other players play at least three FULL quarters. The only exceptions are those identified below (no substituting during a quarter) and those involving late arriving players or early departing players. Should an exception situation arise that will result in the player participation rule not being satisfied, the coach must immediately alert the game officials and opposing coach.

16. Substitutions:

- a. The standard substitution patterns are as follows:
 - i. 10 Players: 10 players play 2 quarters;
 - ii. 9 Players: 2 players play 3 quarters / 7 players play 2 quarters;
 - iii. 8 Players: 4 players play 3 quarters / 4 players play 2 quarters;
 - iv. 7 Players: 6 players play 3 quarters / 1 player plays 2 quarters;
 - v. 6 Players: 2 players play 4 quarters / 4 players play 3 quarters;
 - vi. 5 Players: 5 players play 4 quarters
- b. 1st, 2nd and 3rd Quarters: There will be no substituting during the 1st, 2nd or 3rd quarters, unless a permitted exception occurs.
 - i. PERMITTED EXCEPTIONS:
 - 1. a player becomes injured;
 - 2. a player becomes ill;
 - 3. a player fouls out; and/or
 - 4. a request to discontinue playing is made by the player or the player's parent(s) or guardian(s).
 - ii. If a permitted exception occurs, the player leaving the game is considered to have fulfilled a full quarter of uninterrupted participation. The player entering the game is also charged with a quarter of participation (though not a full, uninterrupted quarter).

- iii. In all Leagues, coaches may go out onto the floor to assist an injured player without having to automatically remove the player from the game. Officials will allow an injured player a reasonable amount of time to recover and continue playing without substitution. An injured player who must be removed from a game can (and should) re-enter as soon as he or she is physically able.
 - c. 4th Quarter: During the 4th quarter, coaches may substitute players for the purposes of evening out playing time, as long as all players end the game with two full quarters of uninterrupted playing time.
 - i. EXAMPLE: A coach having eight players may decide to play two players 3 quarters, 4 players 2½ quarters, and two players 2 quarters.
 - ii. Once a player comes out of the game as part of an effort to even out playing time, that player may not re-enter the game except when a teammate exits the game due to a permitted exception, as cited in section 16(b)(1) above.
 - 1. EXCEPTION: Free substitution is permitted during the 4th quarter of B9-10 and B11-12 League games provided the full quarter participation rules are met.
 - d. Overtime(s): Free substitutions are permitted during overtime periods.
 - e. Modified Participation:
 - i. Modified participation rules exist for cases where one team has 7 or more players and the opponent has only 5 or 6 players at the start of the game. The team with the greater number of players is permitted to play one or two players 4 quarters each as long as every other player participates in two uninterrupted quarters.
 - ii. These modified participation rules also come into effect if a coach has knowledge that a player will be leaving the game before his/her minimum playing time requirement can be satisfied.
 - 1. EXAMPLE: Team A has seven players, but one has to leave after playing the first quarter. Team B has eight players. Team B may modify its participation requirements as if Team A had only six players at the game's start.) A coach must notify his/her opposing coach and the referees when playing "short-handed."
 - f. Substitution Mistakes: Scorekeepers, coaches, and referees should all be alert for possible substitution mistakes that will prevent a team from satisfying its player participation requirements.

- i. Should problems in a coach's substitution pattern be detected in time (prior to the start of a quarter) to prevent a violation of the participation requirements, then that coach's substitution pattern must be modified.
 - ii. If a substitution pattern mistake is discovered during the first minute of the quarter in which the error has been committed, the game must immediately be stopped to allow substitution of the player(s) who will properly satisfy the participation requirements. A two-shot technical foul and possession of the ball will also be awarded to the opposing team.
 - iii. If a substitution pattern mistake is discovered at a subsequent time, but within the time limit for appeals, then a properly filed appeal will result in game forfeiture in almost all circumstances.
 - iv. NOTE: There are some circumstances that can legitimately result in player participation rules not being satisfied; i.e., a player fouling out during his or her first quarter in the game.
17. **Appeals:** Coaches desiring to appeal the outcome of a game for any reason must contact the appropriate Boys or Girls commissioner within 48 hours of the scheduled start time for that game. Though the Commissioner may consult with the President or other members of the Turnpike Basketball Club's Board of Directors, the decision of the Commissioner is final.
18. **Playoff Tiebreakers:** In every league holding playoffs, if two or more teams finish the season tied in the standings, the following tiebreakers will be applied in the following orders to determine which team receives the higher seeding:
- a. Two-Team Tiebreakers:
 - i. Better record in head-to-head games; if still tied,
 - ii. Better record in head-to-head games that did not end in forfeit; if still tied,
 - iii. Coin toss.
 - b. Three (or more)-Team Tiebreakers (NOTE: If application of any of the following tiebreakers result in a two-team tie, apply the tiebreaking procedures stated in section 18(a) to break that tie):
 - i. Best record in head-to-head games between all tied teams; if still tied,
 - ii. Best record in head-to-head games between all tied teams that did not end in forfeit; if still tied,
 - iii. Ping-pong ball selection.
 - c. Any tie that needs to be broken by a coin toss or ping-pong ball selection must be personally witnessed by at least two current members of the Turnpike Basketball Club Board of Directors in each other's presence.

19. 3-on-3 Game Rules (K-2 League):

- a. For any situations not specifically listed below, Rules 1 through 17 listed above are valid.
- b. Teams: Each team shall consist of 6- to 10-player rosters.
- c. Player Participation:
 - i. The games will start with three players on each team. The entire game will be played on a half-court.
 - ii. If both teams have enough participants, each coach will divide their own players into two split-teams so that two games can be played simultaneously on the court.
 1. Unless a permitted exception occurs as stated in Rule 16(b)(i) above, the split-teams shall remain intact throughout both games.
 2. At halftime, the split-teams designated the visitors shall switch sides to the other half-court. The two split-teams from the home team shall remain on their half of the court.
 - iii. Prior to each quarter, coaches will line up players and clarify which player is guarding each player.
 - iv. A jump ball shall determine which team gets the first possession in each half. The team that wins the tip can immediately attempt to score.
- d. Scoring: Scores are not shown on the clock but individual scoring shall be kept in the books.
- e. How the Ball is Played:
 - i. Following each successful field goal or last free throw:
 1. A player from the non-scoring team will resume the game by inbounding the ball from behind the end line.
 2. The team has 10 seconds to advance the ball to a place on the court beyond the 3-point arc.
 3. The defensive team may not play for the ball until the ball has been advanced to a place on the court beyond the 3-point arc.
 - ii. Following each unsuccessful field goal or last free throw:
 1. If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

2. If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling). The opponent may not play for the ball until the ball has been advanced to a place on the court beyond the 3-point arc.
 3. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (a “check” between the defensive and the offensive player) behind the arc at the top of the court. The starting offensive player may dribble, pass, or shoot.
 4. A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.
- f. The standard substitution patterns are as follows:
- i. 6 Players: 6 players play 2 quarters;
 - ii. 5 Players: 2 players play 3 quarters / 3 players play 2 quarters;
 - iii. 4 Players: 4 players play 3 quarters;
 - iv. 3 Players: 3 players play 4 quarters.