

**EDINA GIRLS ATHLETIC ASSOCIATION  
2010 RULES FOR HOUSE BASKETBALL  
3<sup>rd</sup>/4<sup>th</sup> and 5<sup>th</sup>/6<sup>th</sup> GRADE LEAGUES**

**COACHES MUST HAVE A COPY OF THE 2011 RULES AT EACH GAME**

The E.G.A.A. house basketball program is meant to be **INSTRUCTIONAL** and **FUN**. Teams will have many levels of ability and experience. It is important that each girl has ample opportunity to improve her skills. This is difficult when an exceptionally skilled player is capable of controlling the ball by herself, and consequently, could score most of the team's points. However, it must be remembered that house league basketball is a team sport, and every girl should be involved in the effort. Play will be governed by the basketball rules of the Minnesota State High School League with a few modifications listed below.

**RULE MODIFICATIONS:**

1. Baskets will be 9 feet for 3<sup>rd</sup>/4<sup>th</sup> Grade Program.
2. **HOME TEAM COACHES AND-REFEREES ARE RESPONSIBLE FOR APPOINTING AN OFFICIAL SCOREKEEPER AND A TIMEKEEPER.** In case of a discrepancy as to number of fouls, time-outs or score, the home team score sheet will be official. It is recommended that each team keep its own score and verify points, fouls and time-outs at half time. The official scorekeeper will keep account of substitutions for both teams.
3. **GAMES WILL BEGIN fifteen minutes after the hour** or fifteen minutes after the completion of the previous game. This fifteen minutes is allowed to give the team time to practice skills with their coaches. **LET'S START THE GAMES ON TIME.**
4. **FORFEITS.** Forfeits are HIGHLY discouraged. If a team does not have 5 players to field a team 10 minutes after the game is scheduled to begin, the game may be forfeited. It is strongly encouraged however that each team attempt to come to an agreement to modify play to allow the girls to play. i.e. 4 on 4 or borrowing a girl from one team to the other. Since wins/losses and scoring are not officially kept to determine the playoffs the girls should have the opportunity to play.
5. **TIMEKEEPING:** Games shall be played in 8-minute quarters for 5<sup>th</sup> / 6<sup>th</sup> grade program, **WITH THE CLOCK STOPPING ONLY ON TIME-OUTS AND FREE THROWS.** The clock will not stop on jump balls, out-of-bounds or non-shooting fouls. Two minutes will be permitted between quarters and three minutes between halves. The referee will stop the game for 30 seconds near the 4-minute mark of each quarter to allow for substitutions. If a game is running more than 10 minutes late, the referee may choose to omit or shorten the half-time, shorten the quarters by 1 minute, and/or omit the 30 seconds stop time at substitutions.
6. **TIME OUTS:** Each team may have 2 time-outs per half.
7. **FULL COURT PRESS:** During the last **4 minutes of the game, if point differential is over 6 points**, the team behind may employ person-to-person full court press. When point spread reaches 6 points, they must call it off. The clock will stop the last 2 minutes for all dead ball situations (free throw, fouls, etc.) and time-outs. In overtime, the clock will stop only for free throws and time-outs. If an electronic clock is not visible, the timekeeper must notify the referee and coaches prior to the last 2 minutes.
8. **SCOREKEEPING:** The scorekeeper records points scored by each team.
9. **SUBSTITUTION AND EQUAL PLAYING TIME:** Coaches **MUST** rotate players among the different positions for 3<sup>rd</sup>/4<sup>th</sup> grade. Each team member present must play half the game.

No player can play the entire game unless 5 or fewer players are present. No player may play more than half the game, unless 9 or less players are present. In this situation, players must be rotated in and out-of-the-game at the 4-minute mark, so that each player receives **EQUAL PLAYING TIME.**

Girls not playing in the 1st quarter must play in the 2<sup>nd</sup> quarter. Girls not playing the 3rd quarter must play in the 4th quarter. The game and clock will be stopped near 4 minutes into each quarter for 30 seconds to allow for substitution (play will be stopped at the first dead ball closest to the 4 minute mark). The timekeeper should not interrupt the game for substitutions when the ball is in play. Substitutions may occur only at these times except in an emergency situation, e.g., a player is injured. During the substitution periods, girls who remain in the game must stay at center court. **THIS IS NOT A TIME-OUT! THE GAMES WILL BE FORFEITED IF THE SUBSTITUTION RULE IS NOT FOLLOWED.** Please try to keep everyone involved in the game.

10. **NO ZONE DEFENSE ALLOWED.** Only **PERSON-TO-PERSON DEFENSE IS PERMITTED.** Zone defense or any modifications of such will not be allowed. A defensive player is NOT allowed to play an area of the court as opposed to a person, e.g., a player **MAY NOT** be stationed in the key in order to pick up an offensive player who has moved past her defender. Switching person-to-person is permissible if the defender calls "switch" and immediately leaves the player she is defending and switches to another offensive player. A defender may only call switching if the offensive player they are guarding is screening or being screened, or if an offensive player "beats" her defender.

In the lane only double team of person with the ball will be allowed (weak side defense). All perimeter (non-lane) play must stay person-to-person with switching only as previously stated.

11. **"CLEARING THE COURT:"** Any offensive play intended to "clear the court" for one-on-one play is not allowed. This type of play is not in the spirit of the House League. Team play should always be encouraged. The referee will interpret this rule.
12. **FALL BACK RULE:** After the defense has gained control of the ball either by a rebound, missed shot or interception, and **AS LONG AS THE BALL IS CLEARED OUT-OF-THE-LANE,** the team losing possession of the ball must **FALL BEHIND THE HALF-COURT LINE.** (Except as specifically described in #7 above).
13. **NO DOUBLE TEAMING WILL BE ALLOWED.** (Except as specifically described in 10 above). ONE warning will be given the first time, then a technical foul on subsequent violations.
14. **TECHNICAL FOULS** will be called when in the JUDGMENT of the referee (1) two defensive players double team an opponent, e.g., a defensive player calls "switch" but does not actually switch opponents, (2) a teammate of a defensive player calling out "switch" does not change her guarding assignment, (3) a defensive player plays an area of the court as opposed to a person, e.g., a player is stationed in the key. The referee shall give the offending team **ONE** warning. If this violation occurs a second or subsequent time, a technical foul will be called. There will be no free throw shooting for the technical foul. **2 POINTS WILL BE AUTOMATICALLY GIVEN.** No zone defense allowed.

15. **FOUL OUT PROCEDURE FOR A 5 PERSON TEAM:** Under normal playing conditions when a player fouls out, the coach will send in a substitute player. If a team has only 5 players

present and one of these players fouls out of the game, she remains in the game but subsequent fouls committed by this player will count as a technical foul, and the opposing team will be awarded 2 automatic points and possession of the ball.

16. **TIES AND OVERTIME:** If a regulation game ends in a tie, one overtime period will be played to break the tie. This overtime will last 3 minutes. If the score is tied at the end of the overtime, the game will be called a tie. No time-outs except for free throws and official's time-out. In playoffs – after overtime – if still tied – sudden death play will commence. After 1 ½ minutes of sudden death, teams may substitute.
17. **PLAY-OFFS:** For each play-off game, coaches are obligated to give **EQUAL PLAYING TIME** to all team members.
18. **LANE VIOLATION** will be called if an **OFFENSIVE PLAYER REMAINS IN THE—KEY 3 (three) SECONDS**. This results in loss of possession.

### **PROGRAM GUIDELINES:**

1. **COACHES MUST HAVE COPIES OF THE 2010 RULES AT EACH GAME.** It is your responsibility to help enforce the rules at the time of an infraction, not after the completion of the season.
2. To foster **TEAM UNITY**, a strong **COMMITMENT** to attend both practices and games is **HIGHLY ENCOURAGED** for **EACH TEAM MEMBER**. Coaches **ARE NOT OBLIGATED** to give **EQUAL PLAYING TIME** to team members who **LACK THIS COMMITMENT**.
3. **WATER BOTTLES ONLY:** Team members, coaches, parents, and spectators will bring water bottles to games and practices. There will be **NO SODA ROTATION** within the teams.
4. **NO SODA, FOOD OR PETS** will be allowed in Edina school gyms or hallways. **PARENT GYM MONITORS** will enforce this guideline.
5. **CHILDREN MUST BE NEAR PARENTS OR GUARDIANS** during practices and games in Edina schools to ensure children's safety.
6. **EVERYONE MUST STAY OFF ATHLETIC-EQUIPMENT STORED IN GYMS** to ensure respect for school property.
7. **NO JEWELRY** shall be worn by team players during practices or games to ensure all players safety.
8. **ELECTRONIC SCOREBOARDS AND FIRST AID KITS ARE THE RESPONSIBILITIES OF THE COACHES AND CUSTODIANS.** Coaches should arrive 15 minutes early to make sure the custodian has **SET OUT** the electronic scoreboard and first aid kit. After the last game of the evening, the coaches must **RETURN** the electronic scoreboard and the first aid kit to the custodian who will store them together in a closet to ensure their safety.
9. **GYMS MUST BE LEFT IN GOOD ORDER.** Use of our school facilities is a **PRIVILEGE** we must respect. Gym monitors will enforce this guideline by a final check for trash and paper left behind.