

Training League Boys - Summer

Except for the following rules specific to each division, KHSAA rules will apply. Officials maintain authority on rule interpretations and all decisions are final.

Specifications

1. 3 players v 3 players
2. Cross court instead of full court
3. Ball size: 28.5"
4. Goal height: 9'
5. Free-throw line: 12' from center of hoop

Pre-Game Expectations

1. Coaches must submit a full team roster (player last names and jersey numbers) to the scorekeeper by halftime of the preceding game. Game-time changes (i.e. absent player) should be communicated prior to tip off.
2. The Home team will take the benches closest to the front door of the gymnasium. Each team will warm up on their starting offensive goal, opposite their bench.
3. Reversible jerseys will be provided. The Home team will wear white.

Regulations

1. Games are played in four 6-minute quarters. Overtime periods are 2 minutes each and repeat as needed.
2. There is a continuous running clock, with the exception of free throws and timeouts (bench or official). The clock will also stop in a dead-ball situation during the final two minutes of each half and in any overtime periods.
 - a. A made basket does NOT constitute a dead-ball situation.
 - b. Beginning in the 4th Quarter, if a team leads by 20+ points, the clock will not stop at all (unless a coach specifically calls a timeout).
3. Each team is granted two timeouts per half in regulation play. Each team is granted one timeout per overtime period. Timeouts are not carried over between halves or overtime periods.
4. Possession will alternate each time "jump ball" is called. The possession at the beginning of each quarter is included in this rotation.
 - a. Overtime periods begin with players performing a center jump for the ball and possession alternating from there.
5. No three-point shots are counted.

Playing Time Requirements

1. **Each player must play one uninterrupted quarter in the first half.**

- a. Any player arriving after the start of the 2nd quarter but prior to halftime should enter the game at the first dead-ball situation. This will satisfy that player's playing time requirement for the first half.
- 2. Each player must play an uninterrupted three minutes in the second half.**

The 3rd quarter is divided into two three-minute segments to facilitate this requirement.

 - a. Any player not playing at all in the 3rd quarter is required to meet his 2nd half requirement by playing *at least* the first 3 minutes of the 4th quarter.
 - b. *NOTE: The 3rd quarter break is for substituting; it is not a timeout. Referees will be hurrying the players/coaches along.*
- 3. Each player must sit out one full quarter at any time (assuming at least four players)**
 - a. When you have five players show up you will have to play a player in both the 1st and 2nd quarter. As a result, you may choose to use the 3rd quarter for that player to meet the requirement
- 4. Injuries:** If a player must leave the game due to an injury during the first half of play, the opposing coach is allowed to select one player from the bench who **CANNOT** be substituted for the injured player.
 - a. If the injured player is capable of returning in the same quarter, the substitution will be for the same player who went in for them initially. If this situation occurs in the first quarter, then in the second quarter those two must split playing time similar to the amount of time split in the first quarter. The scorekeeper can take an official timeout to facilitate this process.
 - b. A player injured in the second quarter is substituted in the same manner. That player is required to play additional time in the third quarter beyond normal second half expectations.
 - c. While the scorekeeper does track the injury time, no stoppage of play is necessary in the third quarter as it is within the coach's capability to substitute.

Backcourt Guarding

1. Backcourt guarding is allowed **ONLY** in the final minute of the 4th quarter and any overtime periods.
 - a. A team may **NOT** backcourt guard if leading by 10+ points. This would also be treated as a backcourt violation.
 - b. This rule only applies to the initial entry into the front court once a possession has been achieved. If there is no change of possession and the ball goes into the backcourt (i.e. deflection, out of bounds, etc), full court defense is allowed until the next change of possession.

2. During the periods when there will be no back court defensive guarding, the defensive players must gain control of the ball before the teams are required to shift between offense and defense. Once possession is attained, the offensive player has the right to have no defensive pressure until the ball is advanced beyond mid-court. If defensive pressure is applied, the official will call a backcourt violation.
 - a. The ball must still cross the mid-court line before ten seconds elapses.
3. With the third backcourt violation, as well as all subsequent instances, two technical foul shots will be awarded to the offensive team. The offensive team will retain possession after the technical free throws.

Technical Fouls & Misconduct

1. An official can remove a player from the game at any time due to misconduct on the court. The player will not be allowed to return to the game for the remainder of that half. This will result in a forfeiture of the player's minimum playing time requirement for the applicable period.
2. Technical Fouls - Coaches
 - a. Conduct and Procedural technicals are viewed differently
 - b. Following 1st conduct "T" on a coach, officials may require the coach to remain seated.
 - c. Following 2nd conduct "T", the coach is ejected from the remainder of the game and must leave the premises immediately. This also results in a suspension for the following game, during which the coach is not allowed on the premises.
 - d. Any coach ejected from two games in a season will no longer be allowed to coach in the Glendover Basketball League for that season.
3. Technical Fouls - Players
 - a. Technical and flagrant fouls follow KHSAA procedure.
 - b. Following 2nd conduct "T", the player is ejected from the remainder of the game and must leave the premises immediately. This also results in a suspension for the following game, during which the player is not allowed on the premises.
 - c. A player ejected from a game for fighting as defined by the official will be banned from the league.
 - d. Any player engaged in destructive behavior toward any facility will incur a one game suspension, during which the player is not allowed on the premises. If there is a 2nd offense, the player will be banned from the league.
4. Officials may require spectators to stay off the court during timeouts, half-time, or between games. Failure to adhere to the official's request may result in being

asked to leave the facility. League participants are subject to a one game suspension for not adhering to official's requests.

5. Head coaches are responsible for maintaining proper behavior from their bench. This includes assistant coaches and players as well as team family, friends, & fan conduct.