

6th – 8th Grade Game Rules

1. **It is the coach's obligation to ensure all players receive equal playing time through the first three (3) quarters of every game.** Players may receive less playing time if he/she misses three (3) or more practices.
2. An official size basketball will be used; basket heights will be at ten (10) feet.
3. The game will consist of four (4), six (6) minute quarters.
4. The clock will be ran as a regulation game. Therefore, the clock will stop on all dead ball situations.
5. During the regular season, if there is a tie at the end of regulation, a two (2) minute overtime will be played. If there is no winner after the two (2) minute overtime, the game will end as a tie.
6. Each team is allowed one sixty (60) second and one thirty (30) second timeout per half. One (60) second timeout will be given to each team in overtime. Un-used timeouts do not carry over.
7. Defensive players may guard the offensive player once they cross the half court.
8. The defensive team cannot steal the ball until the ball crosses the half court.
9. Rolling the ball is not allowed under any circumstance.
10. Fast breaks are allowed in this age division.
11. Teams may defend and press the entire court during the last minute of the 2nd quarter, 4th quarter, and entire overtime.
12. Individual fouls will be kept. Players who receive 5 fouls will be disqualified from the game.
13. Team fouls will be kept and may lead to the bonus. If team fouls exceeds 7, the opposing team will shoot a 1 and 1. If team fouls exceeds 10, the opposing team will shoot 2 free throws.
14. In the event of a technical foul, the player receiving the technical foul must be substituted out of the game and the other team automatically receives two points and the ball.
15. If a coach receives a technical foul, he or she must remain seated for the conclusion of the game. After a technical by a coach, no coaches including assistants, are allowed to stand.

16. If one player receives two technical fouls, he or she will be ejected from the game and will need to meet with the Athletics Coordinator before participating in the next practice or game.
17. There may be a max of one (1) head coach and two (2) assistant coaches on the bench during the game. These coaches must be assigned and approved by the park district supervisor.
18. Only head coaches and players are allowed to call time outs. Assistant coaches must remain seated on the bench the entire game except during timeouts and intermissions. Assistant coaches who fail to follow this rule may be warned or issued a technical foul.
19. With the exception of the above rules, the IESA governing rules will be used.

Tournament Rules

1. **Games will have two 10 min halves.**
2. **The home team is determined by the higher seed and will therefore receive the ball to start the game.**
3. **Each team is given 1 timeout per game**
4. **There is no "equal playing time" rule during the tournament.**
5. **There will be a two minute overtime and coaches will receive one 30 second timeout per overtime.**
6. **In case of a tie in overtime, one additional 2 minute sudden death game will be played. The first team to score will win. Timeouts do not carry over.**
7. **All coaches must be on the sideline. No coaches are permitted on the baseline.**
8. **All other rules will follow regular season rules and IESA standards**