



RULE CHANGES 2017-18

1. Boys 5, Girls 5/6. Zone defense is not allowed at any time. Man-to-man defensive principals teach kids better basketball skills, which is especially important at the younger ages. In the front-court, defensive players must remain within six feet of their offensive player. Defensive players must pick up their opponent by the time that player reaches the top of the key in the front court. Double teaming the ball handler is allowed anywhere on the court, but the remaining defenders must be within six feet of the player they are guarding. One warning per team for violation. Subsequent violations may be assessed as team technical fouls.
 - a. Instructions to officials: Watch to see if cutters have a defender following them. If only one defender is not within 6 ft of their player, that is not a zone unless that player is clogging the lane. If a defender seems “lost” and not near their player, tell them to “find your player” or “who are you guarding?” If no movement is made to guard a player in 3 sec, call a zone.
2. Girls 7/8 game timing. Change from running clock 1st three quarters to stop clock for the entire game. Girls 5/6 timing remains running clock for 1st three quarters and stop clock for the 4th quarter.
3. T-shirt color, all grades. If tee shirts (short sleeve or long sleeve) are worn under jerseys, they must be of the same or similar color as the jersey color. This means white under white and dark under green. Players will be asked to remove non-compliant tee shirts. Shooting sleeves must be one of the colors approved by NFHS: white, black, beige, or the predominant color of the game jersey (green). Teammates are encouraged, but not required to wear the same color shooting sleeves. Sleeves with subtle patterning will be allowed. Headbands and wristbands may be any color.
4. Boys 3, Boys 4, Girls 3/4. Only 1 sub at a time from each team will be allowed to enter the game except at the start of each quarter and at the midway point of each quarter. This solves the problem of excessive time during running clock games being consumed for matchups when multiple subs enter the game. Timer will notify refs as near as possible to the 4 minute mark of each quarter. The refs will then call a 30 second time out for subs to enter and players to be matched up. The time out is not to be used for a strategy huddle, unless a coach uses one of his/her allotted time outs.
5. High School. If a team is assessed 3 unsportsmanlike technical fouls in a game, that team forfeits and the game will end. This is in addition to any individual sanctions that may result.
6. High school - Non-conforming game jerseys. Rule changes so that the resulting administrative (not unsporting) technical foul is assessed to the player, not just a team foul. Would count as one of their 5 personal fouls and 2 T's toward disqualification.