



TIGARD BASKETBALL ASSOCIATION

RULES FOR 2018-2019 SEASON

Grades 3 through 8: Boys & Girls

Welcome to the 2018 - 2019 season. As you read these rules, you will realize that TBA strives to maintain a program that allows each player to realize his or her full potential, while keeping the ideals of sportsmanship and fair play above all else.

Since this is a recreational organization, competitiveness is downplayed and participation and fun are emphasized. There are some fundamental safety rules enforced at all grade levels. These include:

- Absolutely no jewelry of any kind is allowed except NFHS exceptions
- Metal or hard plastic hair clips are prohibited
- No casts of any kind are allowed
- Absolutely no food or drink is allowed in any gym as per school district rules. Only individual plastic water bottles containing water are allowed. No sports drinks, coffee or pop. Violation may result in a bench technical foul.
- Flash pictures are prohibited during play
- No spectators will be allowed to stand or sit along the endlines during game play. Teams arriving to play in the next game must either sit in bleachers/chairs with other spectators or remain in the foyer. At Fowler, temporary foot traffic will be permitted in order to access Court 2 (farther from main entry).

By following these safety rules, the program provides a safe environment for our children. We expect every coach, player, parent and spectator to adhere to these rules.

Players who participate in practices must play at least 50% of each game held that week. It is the responsibility of parents to report any non-compliance of this rule to the TBA Hoop Line.

GAME RULES: ALL GRADE LEVELS 3 through 8

TBA operates under the current rules of the National Federation of High School Associations (NFHS) with the following modifications and exceptions. Any situation not covered under the written rules will be decided by the game officials. Their decision is final. TBA does not recognize appeals.

At least 5 minutes prior to the start of each game, each head coach will:

- a) Produce a volunteer to work at the scorer's table.
- b) Present a roster with player names (first and last) and jersey numbers to the scorekeeper.
- c) Penalty for each a) and b): administrative team technical foul – 2 shots for opposing team and possession of ball to start the game.

TBA-issued jerseys for the current season must be worn, or the game will start with an administrative technical foul for each player with a non-conforming jersey (all season long, every game). If both teams

violate, the technicals do not offset each other. Each team will shoot two shots for each infraction by the opposing team. Players may participate with non-conforming jerseys after penalties have been assessed.

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.

Shirts must remain tucked in during play and shorts pulled up.

Only registered TBA players shall participate in TBA games. Use of a player in a game who is not registered will result in the game being declared a forfeit, and the head coach receiving a flagrant technical foul for unsportsmanlike conduct. The head coach will be suspended from all team activities for at least the next week and the next scheduled game. Review and reinstatement will proceed as described in TBA Policies and Procedures.

Teams should have at least five players to start the game. If a team has fewer than five, they may play with four, or they may recruit other registered TBA players who are in the gym at the time and who are of the same gender and the same grade level or below, as long as both coaches and the officials agree. Only as many players as it takes to get to a full complement of five are allowed to be recruited. If that team's roster players arrive during the game, they must replace the non-roster players at the next substitution opportunity, and the non-roster players cannot participate further in the game except for injury.

If a number of players are disqualified to reduce the available players to less than five, the disqualified player(s) may remain in the game, but each foul assessed thereafter against a disqualified player shall be penalized as result of the foul, plus one free throw and possession of the ball on a throw in. Only the last disqualified player(s) may remain in the game, except for injury.

Any profanity from a player or coach is considered to be a flagrant technical foul, which includes ejection from the game. Parents and/or spectators may be ejected at any time for unsportsmanlike behavior at the discretion of the officials and/or TBA board members.

Ejected players may never reenter a game, and anyone ejected for any reason will be suspended for the next game, and not allowed in the building. A person who is suspended, is suspended from all TBA activities at all grade levels in any capacity: player, coach, spectator.

If a coach is ejected from a game or gets 2 unsportsmanlike technical fouls in separate games, then he/she must either referee a TBA game or serve a suspension before coaching another game. The suspension will be for one game or one week, whichever is longer, and there will be no participation in any TBA activities until after the suspension is served. If the coach opts to referee a game instead of serving the suspension, he/she will be assigned a game at a different level than the coach's team plays. Coach/referee will be in addition to the normally assigned referee crew.

Any player yelling at an opponent may be considered unacceptable conduct by the referees. The first offense shall result in a team warning. The ball will be awarded to the opponents for a spot throw in. A second offense is considered unsportsmanlike conduct, resulting in a team technical foul.

TBA does not recognize a designated coaching box at any level, and coaches must remain seated during play, except the head coach may stand to request a timeout, confer with the scorer's table, or

spontaneously react to an outstanding play by a team member. Coaches are not allowed on the floor for match-ups, except in third and fourth grade games.

If games are running long, the officials may alter the timing regulations of the games as needed to stay on schedule. The third quarter of stop-clock games will go to a running clock when half-time starts after the half-way point of that game's allotted time, and thereafter, the game may, or may not, return to stop clock as determined by the game officials.

Head coaches or players on the floor may request time out.

7th and 8th grade boys use a 29.5" ball, all others use 28.5" ball.

NOTE ON RUNNING CLOCK GAMES: *The clock stops only for timeouts. Unlike a stop-clock game, the clock starts when the ball is at the disposal of a free throw shooter following a timeout. If the ball is put into play by throw-in after a timeout, the clock will start when the ball is legally touched by a player inbounds.*

3rd & 4th Boys and Girls - Introduction to Basketball

The purpose of the 3rd and 4th grade programs is to teach boys and girls the fundamentals of the game, with emphasis on sportsmanship and fair play. To achieve this goal, special rules apply.

The game consists of 8 minute running clock quarters, a 3 minute half time and 1 minute between quarters with the clock stopping only for timeouts, but not for free throws. The score shall not be shown at any time either team has a lead of 15 points or more. There will be no overtime period, meaning games may end with the score tied.

Back court guarding, zone defenses and isolation plays (set plays involving only a single offensive player) are not allowed at any time in the game. 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 (two players only) is allowed only when the ball-handler is in the key. A "double-team" is two defenders actively guarding and facing an offensive player.

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. Timer will verbally 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 with the assistance of their coaches. This timeout is not to be used for a strategy huddle. If coaches want to have a huddle, they may call one of their allotted time outs.

Each team may be granted two 60 second timeouts per half. Unused timeouts do not carry over into the second half.

Players will be allowed up to 5 seconds in the key. 5 second closely guarded violations will not be called.

Free throws are shot from a line 4 feet closer than standard. Strict adherence to the line will be enforced.

All games will use a nine foot hoop.

In 3rd and 4th grades, two warnings per team, per type, will be issued for violations of the no back court, zone, illegal double-teaming and isolation rules. Subsequent violations may be assessed team technical fouls.

5th-8th Grade Rules

Overtime: if the score is tied at the end of regulation, a single 2 minute stop-clock period shall be played, time permitting. Unused timeouts do not carry over into the overtime period. Each team shall receive one 30 second timeout for use in overtime. If the game is still tied at the end of one overtime, the game will be declared a tie.

If a team has a lead of 15 or more points at any time during the game, that team is not allowed to back court guard.

One warning per team shall be given for violations of the no backcourt guarding rule. Subsequent violations may be assessed as team technical fouls.

5/6 boys and 5/6 girls

Boys games shall consist of 6 minute stop time quarters, a 3 minute halftime and 1 minute between quarters. Each team may be granted a total of three 60 second and two 30 second timeouts per regulation game.

Girls games will be 10 minute running-clock quarters for the first 3 quarters, with 6 minute stop-clock in the last quarter and overtime. Halftime will be 3 minutes, and quarter breaks will be 1 minute. Each team may be granted a total of three 60 second and two 30 second timeouts per regulation game.

Guarding in the back court is allowed in the 4th quarter and overtime only. Once the ball crosses the mid-court line, high school rules are played in the frontcourt including 5-second closely guarded.

Zone defense is not allowed at any time. 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 will be assessed as team technical fouls.

Free throws are shot from a line 2 feet shorter than standard. Strict adherence to the line will be enforced.

7,8 boys and 7/8 girls (high school game rules):

Boys and girls games are 7 minute stop-time quarters with a 3 minute halftime and 1 minute between quarters.

Each team may be granted a total of three 60 second and two 30 second timeouts per regulation game.

IT'S FOR THE KIDS