6th and 8th Grade Division

BASKETBALL SPECIAL RULES rev.10/17

National Federation of High School (NFHS) rules will be used except for the following CSAA special rules

Game Time, Clock Management, and Overtime: – A game will consist of 4 quarters that are 6 minutes each. The clock will stop only on fouls, team time outs, jump balls, substitutions, and EVERY TIME THE WHISTLE BLOWS IN THE LAST MINUTE OF EACH QUARTER.

*If a violation occurs in the game with 1:04 seconds left in any quarter, the clock will run down to 1:00 minute then stop. *Quarter breaks shall be no longer than 2 minutes and half time will be no longer than 5 minutes.

*Alternate possession will take place on all jump balls.

Overtime for 8th and 6th Grade Divisions: PLEASE READ CAREFULLY! If the regular game ends in a tie, <u>ONE</u> 2 minute overtime will be played. If the 2 minute overtime period ends in a tie, the next period will be determined by "INSTANT WINNER" format. The "instant winner" period will also be 2 minutes, however, the first team to score 2 points in this period is the "instant winner". This does not mean that a team has to win by 2 points, but the first to score 2 points constitutes the "INSTANT WINNER". If a team scores 1 point and the 2 minute "instant winner" period ends, the team ahead by one point is the winner.

*In overtime and "instant winner" periods, the clock will be stopped every time the whistle blows.

Lane Violation: Our 6th grade (and 4th grade) Division will have a 5 (five) second lane rule instead of a 3 (three) second rule.

Three Point Field Goals for 8th Grade and 6th Grade Divisions: A successful try from the field by a player who is located behind the 19 foot 9 inch line counts three (3) points.

Time-Outs: Four time-outs may be charged to each team during a regulation game. Each team is entitled to one additional time-out during each extra period. Unused time-outs accumulate and may be used at any time.

Uniforms: All players on individual teams must wear the same uniform with proper numbers. Numbers 6 thru 9 will be illegal numbers. T-shirts under a jersey must be the same color as the predominant color of the game jersey. See NFHS Rulebook for more details.

Free Throws/Double Bonus: The bonus free throw (one plus one), will take effect on the seventh team foul of each half per NFHS rules. Beginning with a team's 10th foul in each half the DOUBLE BONUS takes effect (per NFHS rules) and the shooter is allowed a second free throw even if the first shot is not successful.

6th Grade Girls: The free throw line for the 6th grade girls shall be parallel to the end line and the farthest edge should be **13 feet** from the plane of the face of the backboard. They may still use the regulation line of 15 feet if desired.

6TH Grade Boys and Girls: When a team establishes a lead of **15 or more points,** neither team may use the full court press until the lead drops under 15 points. Use of the press after a 15 point lead will result in a 2 shot technical foul on the coach.

New in 2017-2018

Running clock at 25-point lead in 2nd half
A running clock will begin once a team gains a 25-point differential over its opponent only in the second half. Once the running clock provision has begun, it will continue until the conclusion of the contest. The clock shall be stopped only for a charged time-out, an injury/blood substitution, a disqualification of a player, coach or fan, and administering free throws. On fouls called, leave the clock running until the official has reported the foul and signals for the clock to be stopped. The clock will only stop if the foul warrants free throws to be attempted. After reporting a shooting foul, the official will signal the timer to stop the clock. Once the official signals the timer to stop the clock, it will be started once a player touches the ball after the last missed attempt or on the throw-in when it is touched.