

BASKETBALL OFFICIALS' 2017-18 KEY RULES
5TH THRU 9TH GRADE LEAGUES
O.H.S.A.A. RULES IN EFFECT EXCEPT AS FOLLOWS

GAME TIME: A GAME CONSISTS OF FOUR (4) QUARTERS @ 8 MINUTES EACH USING A RUNNING CLOCK EACH CONSISTING OF TWO (2) SEGMENTS OF FOUR (4) MINUTES EACH. A TOTAL OF 8 SEGMENTS IN A REGULATION GAME.

THE CLOCK WILL STOP:

- DURING ALL TIMEOUTS
- FOR ALL SHOOTING FOULS. IT RESTARTS WHEN THE BALL IS PRESENTED TO THE SHOOTER FOR A 2ND SHOT, OR UPON THE MISS OF THE 1ST SHOT
- **ON ALL OFFICIALS' WHISTLES DURING THE LAST MINUTE OF EACH QUARTER AND FINAL MINUTE OF AN OVERTIME PERIOD.**
- BETWEEN SEGMENTS TO MAKE SUBSTITUTIONS
- AT THE DIRECTION OF THE OFFICIALS FOR UNUSUAL DELAYS SUCH AS INJURY

EXCEPTION: WITH A 12 POINT DIFFERENTIAL IN THE FINAL SEGMENT OR OVERTIME

TIMEOUTS: EACH TEAM IS ALLOWED THREE (3) TIMEOUTS PER REGULATION GAME AND 1 TIMEOUT FOR AN OVERTIME PERIOD. **UNUSED TIMEOUTS DO NOT CARRY OVER TO THE OVERTIME.** TIMEOUTS ARE FOR APPROXIMATELY ONE (1) MINUTE

SUBSTITUTES: SUBSTITUTIONS ARE MADE BETWEEN SEGMENTS, OR TO REPLACE AN INJURED PLAYER. COACHES HAVE FULL SETS OF RULES WITH THE PROCEDURE FOR REPLACING INJURED PLAYERS OR DISQUALIFIED PLAYERS.

SEGMENT CHANGES ALLOW **30 SECONDS** TO PROVIDE BRIEF INSTRUCTIONS AT SEGMENT CHANGES
ALLOW **60 SECONDS** BETWEEN QUARTERS
ALLOW **FOUR (4) MINUTES** AT HALFTIME

OVERTIME ONE (1) OVERTIME PERIOD OF THREE (3) MINUTES WILL BE ALLOWED. IF THE SCORE REMAINS TIED, THE GAME WILL BE DECLARED A TIE. EXCEPT IN TOURNAMENT PLAY.

PLAN SHEETS TEAMS ARE ENCOURAGED TO SUBMIT PRE PLANNED SUBSTITUTION SHEETS TO THE SCOREKEEPER TO SPEED UP THE SUBSTITUTION PROCESS. COACHES MAY VARY FROM THE PLAN BUT **MUST** INFORM THE SCOREKEEPER OF ANY CHANGES.

DEFENSES: ANY ZONE OR PERSON-TO-PERSON DEFENSE MAY BE USED. DEFENSES CAN PICK UP AT HALFCOURT. FULL COURT PRESS IS ALLOWED DURING THE ENTIRE 4TH QUARTER AND THROUGHOUT ANY OVERTIME PERIODS. **A TEAM WITH A TWELVE (12) POINT LEAD MAY NOT PRESS UNTIL THE DIFFERENTIAL FALLS BELOW 12 POINTS.** ONCE THE DEFENSE SECURES CONTROL OF THE BALL THE OPPOSITION MUST RETREAT UNLESS IN THE FINAL QUARTER OF THE GAME. INTERCEPTING A PASS IN THE BACKCOURT, EVEN IF THE PASS IS ERRANT, IS NOT ALLOWED. A DELAY OF GAME TECHNICAL FOUL **MAY BE CALLED** BY THE OFFICIAL FOR CONTINUED ABUSE OF THIS RULE.

FREE THROW: BONUS FREE THROW IS AWARDED ON 7TH PERSONAL FOUL EACH ½; DOUBLE BONUS ON 10TH 5TH-6TH GRADE FREE THROWS ONLY MAY BE MADE FROM 12'. SHOOTER MAY ELECT TO SHOOT FROM 15'. **SHOOTERS MUST HONOR THE LINE THEY ARE SHOOTING FROM.**

PLAYERS MUST LINE UP ON THE LOWER BLOCK WHEN SHOOTING FROM 12'

If a shooting foul is called as a segment expires, subs will be made prior to the free throws. If the shooter is coming out, he will be replaced on a defensive rebound or on a successful final free throw.

NOTE: THE HOME/HOST TEAM WILL BE RESPONSIBLE FOR SUPPLYING AND WEARING PINNIES IF THE GAME OFFICIALS DETERMINE IT NECESSARY.