

2025-2026 INTEGRITY BASKETBALL LEAGUE

3RD – 8TH GRADE RULES

The purpose of the league is to provide boys and girls in the participating communities the opportunity to play a competitive level of basketball; to learn and enjoy the game. The spirit of this league will be fair play, cooperation, and integrity. Each coach, player, and parent must abide by the rules, and more importantly, the spirit of the league. Individuals who are unable to do so will be asked to leave the league.

1. **RULES IN EFFECT** O.H.S.A.A. rules will be in effect, except where specific League rules differ. 5th-8th grade leagues will use the 28.5" ball. 3rd-4th grade leagues will use the 27.5" ball.

2. **TEAMS**

- There will be no limit to team rosters.
- Divisions: 3rd-4th grade, 5th-6th grade, 7th-8th grade.
- **ONLY** teams representing member municipalities will be accepted. No school or private teams.
- Players may be rostered in more than 1 league in our program.
- Violation of these rules may result in forfeiture of all games in which the illegal player participated. If unsure of a player's status, check with your city Athletic Director. Extraordinary circumstances may result in the League Directors agreeing on exceptions.

3. **ROSTERS** **NO CUTS ARE ALLOWED**

- **Rosters will be frozen upon completion of a team's 1st game of the season.** If additional players are needed, players may be brought up from a younger league in your city, as per **Rule #5. UNDER NO CIRCUMSTANCE MAY A PLAYER FROM ANOTHER TEAM IN THE SAME LEAGUE BE USED AS A REPLACEMENT.**
- Each member organization, if entering more than 1 team in a league, **MUST** split the teams as evenly as possible regarding both skills and age or grade in school.
- This is a recreational league. All eligible registered participants **MUST** be placed on a team.

4. **TIMING OF THE GAME**

The clock will be a running clock that will stop at the direction of the referee for unusual delays such as injury, segment and period changes. The clock shall also stop for shooting fouls and restarted when the shooter is presented the ball for the 2nd shot.

- During the last minute of the fourth quarter the clock will stop on all dead balls as per high school rules.
- If a team has a lead of twelve (12) or more points with less than 1 minute remaining in **the final segment of the game**, the clock shall run out without being stopped. Should the lead fall back under 12 points during this time, the clock will return to normal 4th quarter timing rules.
- Teams are allowed 30 seconds during segment changes, 60 seconds between quarters, and a 3-minute halftime.
- **Each team** is allowed three (3) timeouts of 1 minute each per game. Timeouts do not carry over to overtime.

5. **MINIMUM PARTICIPATION**

- The game will be divided into **eight (8) segments; two (2) segments per quarter**. No participant may play two segments more than another. Exceptions may occur if a player must leave the game for any reason. Late arrival will result in a participant playing fewer segments. Segments are 4 minutes each.
- Players may be brought up from a younger league on a game-by-game basis **ONLY** if the team expects six (6) or fewer players to be able to participate in their game.
- A late arrival, if not ready to play prior to the start of the 2nd segment, will be penalized 1 segment of playing time, 2 segments once the 3rd or 4th has started, and 3 segments once the 5th has started.
- **Officials will stop the game approximately every four (4) minutes for a segment change**. Teams are allowed roughly 30 seconds to give brief instruction to players before resuming play.
- It is mandatory that coaches leave a completed substitution planning sheet with the scorekeeper prior to the start of the game. If the coach makes any changes from the submitted plan, the scorekeeper must be informed of those changes. If a plan sheet is not

given to the table, the coach forfeits any right to protest the official score sheet regarding segments played. If a planning sheet is not submitted, the name and number of each eligible participant **MUST** be submitted prior to the start of the game. **All** players that will participate in a segment **MUST** check in at the scorer's table prior to the start of each segment by merely showing your jersey #.

- The following chart lists the minimum and maximum number of segments to be played:

PLAYERS	MINIMUM SEGMENTS	MAXIMUM SEGMENTS
6	6	7
7	5	6
8	5	5
9	4	5
10	4	4
11	3	4
12	3	4

Violations of this rule may result in forfeiture of the game, and/or disciplinary action.

- If a player is injured or fouls out, the substitute player that completes the segment is charged with the segment **ONLY** if he/she enters with more than half the segment remaining.
- If a player fouls out or is injured and unable to continue play during the final segment, a bench player with fewest segments played **must** be inserted into the game. If all on the bench have played an equal number of segments, the coach may select the player of his/her choice as the replacement. The sub must report to the scorer's table to confirm he/she is a legal substitute.
- NOTE:** If it is known before the start of a game that a player will not be participating in the minimum number of segments due to disciplinary action, illness, or personal reasons, the coach **must** notify the opposing coach and scorekeeper; and the site supervisor prior to the start of the game. The parents of a penalized player must be notified. **The organization's representative must approve if this is a disciplinary action and inform both the league director and the opponent's representative.**
- MINIMUM PARTICIPATION EXCEPTION:** If a team has an overwhelming lead, the coach may elect to have some of his more skilled players play less than the mandatory minimum number of segments and allow others on the team some additional court time. The coach should communicate his intent to his opponent, the scorekeeper, and to the site supervisor.

6. OVERTIME

- If the score is tied after regulation play, the game shall continue for one OT period of 3 minutes without a change of direction. Should the score remain tied, sudden death will follow; first team to score wins.
- One (1) time out per team will be allowed.** Unused timeouts from regulation time do not carry over.
- The OT begins with a jump ball. Any 5 can start and subs are not mandatory, coach's option.
- The clock will be a running clock except for the final minute of the overtime.
- In postseason play, a 3-minute overtime will be played, with the clock stopping under one minute. If the game is still tied after the first OT, we will continue with 3-minute overtimes until a winner is declared.

7. DEFENSES

- 7th – 8th Grades** - Any zone or person-to-person defense is allowed. Full court press is allowed in the 4th quarter and during any overtime periods. However, a team may not press with a lead of twelve (12) or more points.
- 5th – 6th Grades** – **New: Teams must play person-to person defense. No zone defense is permitted.** Players must be in proximity of the person they are guarding. Help defense is allowed when inside of the key, once the initial defender has recovered, the helping defender must return to their player. No trapping or double teaming. This will be at the discretion of the officials and arguing/yelling/berating officials will not be tolerated. Full court press is allowed in the 4th quarter and during any overtime periods. A team may not press with a lead of twelve (12) or more points.
- 3rd – 4th Grades** - Teams must play person-to person defense. No zone defense is permitted. Players must be in proximity of the person they are guarding. Help defense is allowed when inside of the key, once the initial defender has recovered, the helping defender must return to their player. No trapping or double teaming. This will be at the discretion of the officials and arguing/yelling/berating officials will not be tolerated. **NO FULL COURT PRESS ALLOWED.**

8. FOULS & FREE THROWS

- A player will foul out of the game on his/her fifth foul.
- Two (2) free throws will be given on the 5th team foul of each quarter. Team Fouls reset each quarter
- In the 3rd/4th grade league, players will shoot from the 12' line. In the 5th/6th and 7th/8th grade division, all players will shoot free throws from the 15' line. Players must start with both feet behind the line but may jump over the line when they hit the ground. This will be the officials' discretion and a judgment if the shooter is violating the spirit of the rule.
- If a shooting foul is called as a segment expires, substitutions will be made prior to the free throws being taken. If the shooter is coming out of the game, he/she will be replaced immediately on a defensive rebound or on a successful final free throw.

9. BENCH CONDUCT

- Only team players and **a maximum of three (3) coaches will be allowed on a team bench. Only head coaches are allowed to stand and to approach officials during a game for a rules clarification. All players and assistant coaches on the bench must be seated throughout the game.**
- Coaches, parents, players, spectators, and staff should focus on the spirit of the league. Unsportsmanlike conduct **WILL NOT BE TOLERATED**, especially if directed toward game officials or participants.
- Any player or coach ejected from a game (except for fouling out) will be suspended from the next game.
- Parents & Spectators may be instructed to leave the building by a game official or a site supervisor. A 2nd ejection from a game site will result in that person being banned from attending any further games.

10. TECHNICAL FOULS/FLAGRANT FOULS

- All technical fouls/flagrant fouls and ejections must be reported to the Program Coordinator when reporting the game scores. The individuals receiving the Technical MUST be properly identified.
- Two (2) technical fouls/flagrant fouls in a game result in an ejection from game + suspension from team's next game
- Any automatic ejection from the game will result in a suspension from the team's next game
- A 3rd technical foul/flagrant foul accrued for the season = suspension from the team's next game
- A 4th technical foul/flagrant foul accrued for the season = the player or coach is ineligible for the remainder of the year

11. MISCELLANEOUS

- A team must have a minimum of four (4) players on the court to start and finish a game. Game time is forfeit time.
- Team jerseys must be worn during games. Each team will be responsible for their own jerseys.
- Referees, timer, and scorekeeper fees will be the responsibility of the host city
- If in the 4th quarter a team trails by 20 or more points, the possession arrow will remain in their favor until the point differential drops below 20 points.
- If game officials require a team to wear pinnies, the host/home team will provide and wear them.
- No protests will be accepted.

12. SEASON ENDING TOURNAMENTS

- All teams will be invited to participate. The brackets will be finalized based on the standings through the last Saturday or the regular season. Any makeup games being played after that date will not be included in determining tournament seeding.
- All Tiebreakers will be communicated to all coaches before the postseason begins.
 - Head to Head
 - Points Allowed
 - Points Scored

13. ELIGIBILITY

- Players may also participate on travel & CYO basketball teams, except for 7th-8th graders. OHSAA & CYO rules prohibit players on school rosters for 7-8th grade from participating in other leagues while they are in season. school rosters for 7th-8th grade from participating in other leagues.