

Eastside Traveling League
Rules of Play
2011-2012 Season
Revised 11-9-2012

The Home Team is responsible for making a copy of this document available to the referees prior to each set of games. The rules should be kept at the scorer's table during each game.
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All grades will play by Washington State high school basketball rules with the following exceptions:

- Games to be **8 minute stop clock quarters** with a **5 minute halftime**.
- Three :60 and two :30 timeouts are granted per game.
- Overtimes are 4 minutes with one additional full timeout per overtime.

5th & 6th Grade

1. BCI substitution rule applies
2. No zone defenses (6 foot rule will apply).
3. Back court defense will be man-to-man only
4. Double teams are allowed only inside the 3-point arc.
5. Basketball size shall be intermediate (28.5" in circumference)
6. No Shot Clock

6th Grade

1. **Rules as above until mid-way through the season. Effective January 14th, 2012 teams are allowed to play zone defense and trap/zone press through the remainder of season and playoffs.**

7th Grade

1. BCI substitution rule applies.
2. High School rules – No Shot Clock

8th Grade

1. BCI substitution rule applies.
2. High School rules – No Shot Clock

9th Grade

1. BCI substitution rule does not apply.
2. High School rules w/ Shot Clock

DEFINITIONS

6 Foot Rule (5th & 6th grade only)

This rule is intended to eliminate isolation plays by the offensive team and instill team play as our main objective.

No double-teaming of the ball anywhere on the floor, except within the offense's 3-point arc. Once the ball is advanced inside the 3-point arc, any defensive player may double-team the ball.

Defensive players must stay within 6 feet of the player which they are defending at all times while the offensive player is located within the 3-point arc. If the offensive player is located outside the 3-point arc, the defensive player is free to "sag" or help guard another player as he wishes.

Once the offensive player enters or re-enters the 3-point arc, the 6-foot rule takes effect.

ZONE (5th & 6th grade only)

A zone infraction can only be called if a defensive man is guarding an area -- not if the defensive man is attempting to guard his man or trap the ball within the 3-point arc.

In the back court players must guard a man and adhere to the six foot rule. There are no traps or double teams.

BCI Substitution (5th, 6th, 7th & 8th)

It is a requirement that every player play in each of the team's games.

Teams must play one 5-player unit during the 1st quarter and a different 5-player unit in the 2nd quarter. Open substitution is then allowed in the 2nd half of play. This assures that each player on a 10-member team roster will play at least one quarter in each game.

Teams with 12 players must use a 6th player on each unit for at least 3 minutes during the quarter that the unit plays.

Teams with 12 players must play 6 for each quarter and not 7 on during one quarter and 5 during the other.

LESS THAN 10 PLAYERS

In the event that a team has less than 10 players, the coach must notify the opposing coach and the officials prior to the start of the game. Should a player arrive late (during play in the 1st quarter) he will be eligible to play on the 2nd quarter team.

Teams with less than 10 players will be permitted to use 1st quarter players on the 2nd quarter unit, but will be penalized as follows:

- The short-handed team will be assessed a 2 free throw penalty for each player under the 10 player minimum.
- Any player on the roster can shoot the 2 free throws. These are not technical fouls and must be shot prior to the start of the 2nd quarter. Furthermore, they are not to be counted as team fouls.
- The opposing coach will select a player(s) from the 1st unit to fill the spot(s) in the 2nd unit team.

INJURIES

In the event of injury during the 1st or 2nd quarter or should a player foul out, causing the roster to be less than 10 players, there will be no penalty free throws assessed.

No other substitution may be made except for the injured or fouled out player.

The opposing coach will select the replacement player(s) for the fouled out or injured player(s).

Mercy Rule (5th, 6th, 7th & 8th grades)

Backcourt press is not allowed by the leading team after a 20-point difference in the score has been reached.

Furthermore, the leading team must retreat to inside the 3-point arc while defending.

If the lead shrinks to 15 points or less, the leading team may again back court press but only until the 20 point difference is reached.

Should this rule be violated, the leading team will be issued a warning for the 1st infraction.

A technical foul shall be issued after the 2nd warning is issued. These 2 points are not automatic and must be shot.

Sportsmanship Rule

This is being added to enhance the sportsmanship in the games and to reduce demeaning behavior by coaches, players and/or fans.

1. Each Facility that is hosting the games must provide a gym supervisor.
 - a) This person will be present at all games.
 - b) Must identify themselves to the officials and coaches.
 - c) Help maintain the parent code of conduct.
 - d) Will remove or calm unruly fans for either team.
 - e) Will provide a copy of the league rules to the officials and will review any pertinent rules for that level of play.
2. PNBOA will make available a copy of the ETL rules to each official. The official will enforce all rules as outlined for the league.
3. Unruly behavior will result in a technical foul being assessed to the head coach and the unruly fan will be removed from the facility. If the fan will not leave the facility the game will be immediately forfeited.
4. The second technical foul in the same game due to fan behavior will result in a forfeit by that team.
5. The second forfeit due to fan behavior will result in the removal of that team from further league play and tournament play.
6. Enforce mercy rule at all times.

Rules need to be with coaches and at the scorer's table at each game.