



5/6 Division (In-House) Game Rules

1. Game consists of four (4) ten (10) minute Quarters running time and equal playing time should be your goal.
2. With 1:00 minute remaining in each half (2nd & 4th Quarters,) Clock will stop for all fouls, foul shots, violations, and out of bounds.
3. Half time = 2:00 minutes. 1:00 minute between periods
4. Free player substitutions throughout game. Players must report to scorer's table to enter game. Failure to do so may result in a bench Technical Foul.
5. Every player will play at least 20 minutes in every game for which they are present the entire game.
6. Time Outs: Two (2) per half; no carry-over. Time Outs are 30 seconds. Extra time-out called, by either the bench or a player, will result in a technical foul.
7. Referee reserves the right to start the clock, and/or assess technical foul if a team does not break from bench within appropriate time limit as stated above.
8. Overtime: 2 minutes Stop Time. One (1) time-out per team.
9. Ten (10) team fouls per half before bonus (1&1 foul shots.) Overtime – No reset of foul count after 4th quarter.
10. 5th foul for any player during the game will result in a "foul out". Player is unavailable for play the remainder of the game, including any overtime(s).
11. Defense: Person to Person coverage above the 3 point line only; "3 second Hedging defense" allowed in the front court. Double-team allowed in the paint only. No zone defense allowed or double-team otherwise. First double-team is a team warning. Referee discretion regarding technical foul assessment for multiple double-team violations.
12. Full-court press: Teams may man to man press during the final 5 minutes of regulation time. Any team that is ahead by 10 or more points cannot press. First press-violation is a team warning. Referee discretion regarding technical foul assessment for multiple violations.
13. Referee Disputes, unsportsmanlike behavior: Coaches, players, and/or spectators that demonstrate inappropriate behavior toward any officials, players, coaches or

spectators will be ejected from the gym: there will be no warning issued to the violator(s).

14. 3 point goals count

15. Final decisions: All Decisions made by the referees and/or attending GNGYBA Board member/Site Official are final. The GNGYBA Board remains open for later discussion for future improvements.

16. Remember this is a developmental basketball league and some players are playing for the first time. It should be a positive experience. If there are concerns please contact gngyba@gmail.com