



Eden Prairie League Basketball Rules 9-12th Grade Girls In-House

1. **GAME LENGTH:** Games will be two halves. Each half will be 16 minutes. Stop time, in length with 65 minute total game time limit. At the losing team's option, if they are behind by 20 or more points with 10 minutes to play, the clock will convert to running time until the lead is 10 points or less.
2. **OVERTIME:** If any regulation game ends in a tie, there will be a two minute rest period after which a three minute overtime will be played. If, at the end of the overtime, the game is still tied, sudden death overtime will be played and the first team that scores will be declared the winner. The 65 minute game time limit will be enforced. Jump ball will start the overtime.
3. **FORFEIT:** If any team fails to have four (4) players and a coach or a designated adult substitute coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited.
4. **COACHES/OFFICIALS MEETING:** It is recommended that the coaches and officials meet at half court prior to the start of the game for introductions and to review the rules.
5. **TIMEKEEPER/SCOREKEEPER:** The home team will be responsible for furnishing the official timekeeper or scoreboard operator. The visiting team will be responsible for furnishing the official scorekeeper who will keep the official score, fouls, time out statistics and the alternating possession teams. The timekeeper and scorekeeper must sit together.
6. **JUMP BALLS:** After the initial jump ball at the start of the game, all jump ball situations will be resolved using the alternate possession rule. A jump ball will start overtime.
7. **TIME OUTS:**
 - a. Two time outs per half, per team, will be allowed. No carry over will be allowed.
 - b. One time out per team will be allowed during each overtime.
8. **PLAYING TIME REQUIREMENTS:**
 - a. It is expected of the coaches to play their players equally during the game and not try to "manipulate" the rule so as to create an advantage for his/her team by playing the "star" players the entire game.
 - b. All coaches must have the player rotation form filled out for each game. Substitutions will be made at the 12:00 minute mark, 8:00 minute mark, and 4:00 minute mark unless there is an injury. No substitution at any other time is allowed.
 - c. Players who show up late for a game will NOT have their rotations made up during the game. The equal playing time rule will start with the next rotation.
 - d. Player substitutions due to injuries and fouls will NOT count against the equal playing time rule if occurring during a rotation. However, any player subbing for a player due to injury or fouls must follow the equal playing time rule (No player will play more than one rotation than any other player). Only the player who with the injury or foul issues will NOT have equal playing time.

- e. The only exceptions to the equal playing time rule (No player will play more than one rotation than any other player) are as follows: Pre-game injury. Coaches and scorekeeper will need to meet to understand the situation and accommodate a request to limit a player's playing time due to injuries.
9. **TYPES OF DEFENSE:** All defenses are allowed.
 10. **FULL COURT PRESSING:** A full court press is allowed unless the pressing team has established at least a 15 point lead. Only blatant disregard of this rule will result in a technical foul after a first warning. Unintentional violation will result in a stoppage of play and the ball will be awarded to the offended team.
 11. **PERSONAL FOULS:** MN State High School League rules will apply, with the following exceptions:
 - a. Teams will begin shooting one and one free throws when the opposing team has committed its 7th team foul. Two free throws starting with the 10th team foul.
 - b. Players foul out of the game when they commit their fifth foul. If a team is short of players, the last person fouling out will remain in the game. Every foul she commits from that point on will result in two points plus the ball out of bounds at mid court. Players on the bench who fouled out earlier in the game may not re- enter the game.
 12. **TECHNICAL FOULS:** Technical fouls will count as both a personal foul against the player and a team foul. While all technical fouls will be non-shooting fouls, two points will be automatically awarded the opposing team and that team will get the ball out of bounds.
 13. **FLAGRANT AND MULTIPLE TECHNICAL FOULS:** Flagrant fouls will follow the Technical foul rule above. In addition, the player committing the flagrant foul will be ejected from the game. A player or coach who receives two technical fouls in a single game will also be ejected from the game. If there is not an assistant coach or parent to assume the coaching responsibilities, that team will forfeit the game. All ejection will be reported to their league commissioner. The commissioner will report this information to the In-house Director. Players or coaches who accumulate multiple technical fouls during the season may receive additional disciplinary action.
 14. **NEW PLAYERS:** No new players can be added after Dec 31 without the approval of the league commissioner.
 15. **REPORTING SCORES:** Each coach will be responsible for collecting the scores of all games played by their teams and e-mailing results to darcyb@currysales.com.
 16. **REFEREES:** All will utilize student and/or adult referees provided by the Eden Prairie Basketball Association.
 17. **3 POINT SHOT:** The 3 point shot will only be used when the gym is so marked for this shot.
 18. **UNIFORMS/EQUIPMENT:** Jerseys will be provided by EPGBA. Players can be creative with their attire as long as it is not offensive to other players, coaches and attendees. Players are expected to bring their own basketballs to practices and games.