

Foundations of the Glendover Basketball League include:

- **Neighborhood Focus**

GBL has evolved from a neighborhood intra-mural program to a full scale basketball league. The rules are focused around participation of all players, regardless of skill level, in a fun and competitive environment. Many players enjoy watching other games to cheer for their friends and family. Enrollment standards allow for returning players and students of Glendover elementary to have preferred registration opportunities to maintain the neighborhood focus.

The League looks to the players, families, friends, and coaches to maintain this balance of community, sportsmanship, and competition. Everyone is expected to adhere to this code of conduct in relationship to all officials, coaches, players, and fans.

- **Minimum Playing Time rules.**

GBL features a playing time requirement for all divisions (except High School Boys) assuring that every player has an opportunity to participate in each game. The rules around this have evolved over the league's existence.

- **“Subjective Officiating”**

GBL Officials are KHSAA certified. In the divisions below Junior Varsity, an official is given the flexibility to call the game "as each individual player's skill level requires". Essentially, players whose skills are not as developed as others within their division may be given more latitude within the rules than those players with more developed skill levels. This allows each player to improve.

PLEASE NOTE: Officiating a game in this manner is more difficult than calling it strictly within the rules, and some fans have a hard time understanding the value of this process. This approach is paramount in encouraging all players to be an equally active participants in a competitive manner. While there are times that these situations appear to give an upper hand to a developing player, it has been the league's experience that calls are equitable and rarely impact the game's outcome.

- **Team Balance**

In order to maintain the previously mentioned items, it is the goal of the GBL team selection process to encourage balance of player skill levels within each team in a division. Great care is taken to assure that every child is placed in a situation for individual success within a team framework, while limiting a team's ability to gain a higher average level of skilled players than others. As a result, for most divisions, registration requests are not honored explicitly or implicitly.

Prep Division:

1. Except for the following rules specific to each division, KHSAA rules will apply.
2. Officials maintain authority on all rule interpretations and all decisions are final.
3. Four quarters of six (6) minute lengths will be played. Overtime periods are two (2) minutes each and repeat until one team has more points when the time expires. There is a continuous running clock with the exception of free throws or time-outs (bench or official). During the final two minutes of each half and any overtime periods, the clock will also stop on a dead ball situation. NOTE: Made baskets are not dead ball situations and the clock shall continue to run.
4. The Ball size is 28.5. The Goal height is 9 foot.
5. Each player must play one full quarter in the first half unless a team has more than 10 players. Any player over the standard ten (10) who did not play in the first half must play the entire third quarter.
6. Any team with fewer than 10 players will notify the opposing coach **at the beginning of the game**. When this situation occurs, the coach(es) with fewer than 10 players will line up those five players who played in the first quarter at midcourt **immediately following the horn signaling the end of the first quarter**. The opposing coach **MAY** select 2 players who played in the first quarter for the deficient team, and deem them unavailable for play in the 2nd quarter. Coaches will then **notify the scorekeeper** of the jersey numbers of ineligible 2nd quarter participants. The three players not designated unavailable for play may be freely rotated for each other during the second quarter. A coach from both teams needs to be actively engaged in this process. It does not have to be the head coach, but it must be done immediately following the 1st quarter buzzer. The officials may assess a bench technical, if they deem necessary, to coaches not following this rule. It is not our intention to assess a technical, but in order to keep coaches equally aware of this rule, a technical may be given.
7. If a player must leave the game due to an injury during the first half of play, the opposing coach is allowed to select one player from the bench who **CANNOT** be substituted for the injured player. The injured player's coach will select any other substitute to then enter the game. If the injured player is capable of returning in the same quarter, the substitution will be for same player who went in for them initially. If this situation occurs in the first quarter, then in the second quarter those two must split playing time similar to the amount of time split in the first quarter. The scorekeeper can take an official timeout to facilitate this process. The scorekeeper marks time spent out for injuries. A player injured in the second quarter is substituted in the same manner. That player is required to play additional time in the third quarter beyond normal second half expectations. While the scorekeeper does track the injury time, no stoppage of play is necessary in the third quarter as it is within the coach's capability to substitute. The intent of this rule is to prevent a team from receiving an unfair advantage from an injury situation.
8. Every player must play in the second half. While playing time is not mandated, it is encouraged to have each player play at least 3 minutes in the second half.
9. If any player has not entered in the second half by the game by the final three minutes of the game, the scorekeeper will alert the official at the first dead ball and the player will be required to play the remainder of the regulation game.
10. The home team will take the bench closest to the front door of the gymnasium. Each team's offensive goal during the first half is opposite of their bench. Warm-up drills occur on the starting offensive goal.
11. Similar colors in jerseys requires visitor to go to the alternate jersey color.

Prep Division (cont):

12. Each team is granted two (2) time outs per half in regulation play. At the beginning of an overtime period, each team is granted one time out for the additional period. Time-outs are not carried over between halves or extra periods.
13. No three point shots are counted in the GBL Prep League.
14. Alternate possession on jump balls.
15. There will be no back court guarding in the Prep League until three (3) minutes remain in the regulation game. Full court defense is allowed from that point forward including any and all overtime periods. The only exception is that once a team has a ten point lead, they can no longer apply full court pressure and are subject to back court guarding violations again. This rule only applies to the initial entry into the front court once a possession has been achieved. If there is no change of possession and the ball goes into the back court (i.e. deflection, out of bounds, etc), full court defense is allowed until the next change of possession.
16. During the periods when there will be no back court defensive guarding, the defensive players must gain control of the ball before the teams are required to shift between offense and defense. Once possession is attained, the offensive player has the right to have no defensive pressure until the mid-court line is crossed. The ball must still cross the mid-court line before ten (10) seconds elapses. The defensive player may take a position to impede the offensive players forward progress across the mid-court line, but cannot attempt contact with the ball until the ball crosses the mid-court line. If defensive pressure is applied, the official will call a back court violation.
17. With the third back court violation, and all subsequent instances, two (2) technical foul shots will be awarded to the offensive team. The offensive team will retain possession after the technical free throws.
18. Technical Fouls/Coaches
 - a. Conduct technicals are viewed differently from Procedural violations.
 - b. Following 1st conduct "T" on a coach, official may require coach to remain seated.
 - c. Following 2nd conduct "T", a coach is ejected from remainder of game and the following game.
 - d. Any coach ejected from 2 games will no longer be allowed to coach in the Glendover Basketball League.
 - e. Head coaches are responsible for maintaining proper behavior from their bench. This includes assistant coaches and players as well as team family, friends, & fan conduct.
19. Technical Fouls/Players
 - a. Technical and flagrant fouls follow KHSAA procedure.
 - b. Following 2nd conduct "T", a player is ejected from remainder of game and suspended for the following game.
 - c. A player ejected from a game for fighting as defined by the official will be banned from the league.
 - d. Any player engaged in destructive behavior toward any facility will be required to sit out the next game. If there is a 2nd offense the player will be banned from the league.
 - e. No one is allowed on the court during time outs, halftime, or in between games other than players involved in the current game. Anyone in violation of this rule may be subject to a technical foul assessed at their team's next game.