

## **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) 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 participant 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.

**GBL Training League 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 of an injury situation.
8. Five players will start the third quarter and play for 3 minutes. The remaining players will play the final 3 minutes of the 3rd quarter, with rule #6 not applying in the event a team has fewer than 10 players.
9. An official can remove a player from the game at anytime due to misconduct on the court. The player will not be allowed to return to the game for the remainder of that half. This will result in a forfeiture of that player's minimum time requirement for the applicable period of the game.
10. The home team will take the benches 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.

**GBL Training League 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. The Training League will utilize a free throw line distance of 12' from the center of the hoop.
14. No three point shots are counted in the GBL Training League Division.
15. Alternate possession on jump balls. The possession at the beginning of each quarter is included in this rotation. Any overtime periods begin with players performing a center jump for the ball and possession alternating from there.
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 ball is advanced beyond mid-court. The ball must still cross the mid-court line before ten (10) seconds elapses. If defensive pressure is applied, the official will call a back court violation.
17. Back court guarding is allowed in the final minute of the 4th quarter and any overtime periods. A team may not back court guard if leading by 10 points or more. This would also be treated as a backcourt violation.
18. With the third back court violation, as well as 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.
19. Technical Fouls/Coaches
  - a. Conduct technicals are viewed different from Procedural
  - 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 in a season will no longer be allowed to coach in the Glendover Basketball League for that season.
  - 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.
20. 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. Officials may require spectators to stay off the court during timeouts, half-time, or between games. Failure to adhere to the official's request may result in being asked to leave the facility. League participants are subject to a one game suspension for not adhering to official's requests.