

ETL Boys Program Playing Rules

2019-20 Season

Revised Sept. 19, 2019

The Host Program is responsible for making a copy of this document available to the referees prior to each game. The rules should be kept at the scorer's table during each game.

Coaches, nor anyone else have authority to change or modify the rules published herein.

All grades will play by Washington State high school basketball rules with the following exceptions:

- No shot clock
- Games at all grades are 8-minute stop clock quarters.
- Half time for all grades are 5 minutes
- Three: 60 and Two: 30 timeouts are granted per game.
- Overtimes are 4 minutes with one additional full timeout per overtime

4th and 5th Grade

1. No zone defenses anywhere on the court
2. Double teams are allowed only inside the 3-point arc.
3. Basketball size shall be intermediate (28.5" in circumference)

6th Grade

1. Basketball size shall be intermediate (28.5" in circumference)

TECHNICAL FOULS

Washington State high school rules apply to technical fouls. If a technical foul is called, the opposing team is awarded two free throw attempts and possession of the ball.

DEFINITIONS

No Zone Defense Rule (4th & 5th grade only)

Teams at the 4th and 5th grade level may not play a zone defense at any time.

This rule is intended to eliminate isolation plays by the offensive team and instill team play, while teaching team defensive concepts at the 4th and 5th grade levels.

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.

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If a coach feels the other team is playing zone defense, this should be brought up to the officials. Multiple infractions of this rule can result in penalties being assessed by the ETL board.

Mercy Rule (All grades)

Backcourt press is not allowed by the leading team after a 20-point difference in the score has been reached and the leading team must retreat to inside half court line while defending. The leading team may double team outside the 3 point arc while in the lead by 20 or more.

If lead shrinks to 15 points or less, leading team may back court press till 20 point difference reached.

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

Technical foul issued after 2nd warning is issued. (2) points is not automatic and must be shot.

Sportsmanship Rule

Sportsmanship in the games is necessary to reduce demeaning behavior by coaches, players and/or fans to the referees and to each other.

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 acceptable conduct by all present.
 - d. Will remove or calm unruly fans for either team.
 - e. Will provide copy of ETL rules to officials and 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 fan behavior will result in technical foul being assessed to head coach and unruly fan will be removed from facility. If the fan will not leave facility, the game will be immediately forfeited.
4. The second technical foul in the same game due to fan behavior will result in 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.

Program/Game Participation Rule

1. Individual Players can only play for one ETL program during a season.
2. Individual Players can play for more than one team in a single program during regular season play.

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3. Individual Players can play the grade above but they may not play the grade below.
4. For Regular Season ETL games, regardless of how many teams an individual plays for he is limited to a maximum of playing in 4 total quarters that day.
5. An Individual Player may play in Overtime/Sudden Death in addition to the 4 quarters.
6. In the case of double header regular season games, any individual player is limited to the maximum 4 quarters playing time vs each program it plays that day.
7. (The quarters do not 'carry over' from games played the same day vs different programs).
8. For ETL end of season tournament games, individual players must declare one team to play for, and may not play for more than one team.
9. By definition, any one clock second of playing time in a particular quarter is counted as a full quarter worth of playing time toward the 4 quarter daily maximum.

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