

**SUMMARY OF RULES FOR REFEREES**  
**OFFICIATING GREAT NORTHWEST BASKETBALL LEAGUE MEETS**

**REFEREE ATTIRE.** All referees must wear a striped shirt or vest. Shorts are fine, but absolutely no caps or other headgear (see Rule C-4).

**D) Game Rules**

- 1) **WIAA RULES.** EXCEPT as specified below, WIAA *high school* game rules (*not WIAA middle school* game rules) will be followed.
- 2) **LENGTH OF GAME PERIODS.** All games will consist of four quarters. All periods are 7 minutes long – stop clock – **no** running time, except in 4<sup>th</sup> quarter where the losing team has the **option** of running the clock if down by more than 15 points at the beginning of the quarter (see Rule D-2). The only time the losing team can be required to have the clock run if down by more than 15 points is if the meet is significantly behind schedule (Tournament Director's call).
- 3) **TIME BETWEEN PERIODS.** 1 minute breaks between periods, except a 3 minute halftime break (see Rule D-3).
- 4) **TIME BETWEEN GAMES.** As soon as one game is over, the clock should be set at 7:00 and started. Players from the previous game should clear benches by the 5:00 mark – if they don't, encourage them to hustle. The next game starts when the 7:00 runs down – even if that means starting before the game's posted time. The one exception: teams should not be rushed to start their first game of the day before the published start time. If a meet is significantly behind schedule, there will be only 5 minutes between games.
- 5) **FOULS – TECHNICAL AND PERSONAL.** Each player will be allowed five personal fouls. As for technical fouls:
  - Any time a technical foul is called, the opposing team will **shoot two free throws and receive the ball out of bounds**. In the case of a double technical, no free throws will be shot, with the ball given to the team that had possession when the double technical was called. If the ball was in the possession of neither team when the double technical was called, the possession arrow will determine which team will receive the ball out of bounds.
  - A technical foul issued against a player is **not** also assessed as a personal foul.
  - If a player gets two technical fouls, he/she is ejected from the game, although that player can still sit on the bench (as long as he/she is not being disruptive), and play in subsequent games at the meet.
  - If a coach gets two technical fouls, he/she is ejected from the game (not the meet) and must leave the gym area for the rest of that game. If a referee issues a technical foul against someone other than a player who is not on the court at that time, make sure to clarify with the coaches and the scorer's table who received the technical. A technical issued against the bench generally should not be charged to any specific player or the coach. (An example of a bench technical: You hear someone on the bench use profanity, but you don't know for sure who did it.)
- 7) **TIME-OUTS.** Each team will be allowed 2 time-outs per half, 1 time-out per overtime period, and 1 time-out in sudden death overtime. Unused time-outs **cannot** be carried over from one period to the next.

8) **OVERTIME.** In all overtime games, the first overtime is 2 minutes in length; if a second overtime is necessary, the clock is turned off and the first team to score three points, by any means, wins. There will be a jump ball at the beginning of each overtime period (see Rule D-9).

9) **PRESSING AND ZONE DEFENSES.**

**PRESSING.** No team can press if up by more than 15 points.

- In 7<sup>th</sup> and 8<sup>th</sup> grade meets, full court and half court person-to-person and zone presses are allowed.
- In 6<sup>th</sup> grade, meets full court person-to-person *or full court zone presses* will be allowed only in the third and fourth quarters and at any time in overtime.
- In 5<sup>th</sup> grade meets, full court person-to-person *or full court zone presses* will be allowed only in the fourth quarter and at any time in overtime
- Full court pressure of any kind is prohibited in 4<sup>th</sup> grade meets.

If a team violates this rule, it will receive a warning at the time of the first violation, after which a technical foul will be assessed against the bench on each subsequent occurrence.

**ZONES.** Half court zone defenses are allowed in 7<sup>th</sup> and 8<sup>th</sup> grade meets. Half court zones are generally not allowed in 6<sup>th</sup> grade, 5<sup>th</sup> grade and 4<sup>th</sup> grade meets.

**There is an exception for certain 6<sup>th</sup> and 5<sup>th</sup> grade games:** In every game the coaches of the two teams will have the option to discuss using zones and pressing for the entire game (rather than pressing only in a portion of the game and no half-court zones) and will communicate that decision to the referees. That decision must be made before the game begins and will remain in place throughout the entire game, even if one or both team's coaches change their mind during play.

Referees need not take any preemptive action to enforce this rule. If you're officiating a 6th grade or 5th grade game and neither coach approaches you prior to the game, the zone and pressing rules as outlined above apply. Both coaches need to approach one or both officials and reach a consensus with you before the game starts for the exception discussed in this paragraph to apply.

10) **CONDUCT.** Poor sportsmanship from fans, coaches and players is not tolerated. The coach is ultimately responsible for all three. The referee will identify for the coach the offending party and the nature of the offense. There will be one warning. If there is a second incident, a technical foul will be called. If the conduct persists, the offending individual or individuals will be instructed by the relevant coach to leave the gym. That person will then be given two minutes to leave the gym; failure to do so will result in the team involved forfeiting the game. If a coach or fan is ejected from a game early in the meet, it will be for that game only, not the entire meet. However, in the case of an adult, if the conduct involved a physical threat of harm, battery (a punch or a push), or necessitated a call to the police, that coach or fan will be ejected for the remainder of the meet. The referees make all decisions regarding single game ejections; decisions in full meet ejections are made by the Meet Director in consultation with the game referee. (See Rule D-10 of the complete League Rules for more detail.)

11) **5<sup>th</sup> and 4<sup>th</sup> GRADE 13 FOOT FREE THROW LINE.** At 5<sup>th</sup> and 4<sup>th</sup> grade boys and girls meets, meet organizers must put a piece of tape 13 feet from the basket in the center of the lane to act as the free throw shooting line. This line needs to be checked periodically throughout the day, and replaced when worn down. Fifth and fourth grade players have the choice of lining up behind the 13 foot line, behind the 15 foot line, or are even allowed to stand on top of the 15 foot line, so long as they do not cross the 13 foot line before the ball is above the cylinder.

- 12) **OFFICIAL SCORE.** Since most hosts use an inexperienced official scorer, the score posted on the scoreboard will take precedence over what is posted in anyone's scorebook, including the official scorer's book, unless objected to within one minute after the alleged error occurs.
- 13) **NO SHOOT AROUNDS.** No one is allowed to shoot baskets between games or periods other than the teams that are currently competing. Meet directors and referees are asked to aggressively monitor the use of basketballs at each meet by anyone not on the roster of a team currently involved in a game. A coach from either participant team can appeal to the referees to take action during the game or before the game proceeds.

Players of other teams or children (or adults) who are not players in this meet, as well as the referees, clock operators and scorekeepers, are **prohibited from shooting baskets at either main basket or any side basket** between periods, during time-outs or between games.

- 14) **UNIFORM JERSEYS.** Numbers above 5 are allowed in Great Northwest League meets.

Where both teams want to wear the same color in a given game, the referees will conduct a coin flip as far in advance of tip off as possible. If the team losing the coin flip does not have an alternate jersey or mesh vest with them, but the team that won the coin flip does, the latter team will be required to put on their alternate jersey, with the team that lost the flip assessed a bench technical. The team that switches jerseys then will start the game by shooting two throws and getting the ball out of bounds (i.e., in these situations, there will be no opening game tip off).

- 15) **BENCH SELECTION.** On the rare occasion that two teams argue about who gets which bench, Rule D-17 addresses that issue:

- The host team(s) always gets first choice.
- Where both teams are visiting teams, the choices will be done alphabetically:
- **On even numbered days**, the team with the community/school name (as listed on the score placard at that meet) nearest the first letter of the alphabet will have the first choice as to preferred bench location in each game – in other words, "A" gets first choice, etc.
- **On odd numbered days**, the team with the community/school name (as listed on the scoring placard at that meet) nearest the end of the alphabet will have the first choice as to the preferred bench location in each game – in other words, "Z" gets first choice, etc.