

Great Falls Basketball
Synopsis of House League Playing Rules
Boys Grade 7-12

Here is a brief outline of key House League playing rules. We strongly encourage you to review the complete rules so that you are fully aware of how we do things in Great Falls Basketball. The full rules can be found on the GF Hoops website.

Key Rules Common to All Age Groups

- Players may not wear watches, rings, necklaces, earrings, bracelets, hard casts (even if wrapped) or other items that could present a safety hazard to themselves or other players.
- A game consists of 4 quarters of 8 minutes duration each.
- Each player MUST play in two (2) complete quarters, one in each half; no player may play more than three full quarters unless all other players will have played at least three full quarters.
- Substitutions can only occur at the midpoint of the 4th quarter or when there is an injury.
- Each team is allowed 2 one minute time-outs per half. Time-outs cannot be carried over from half to half.
- If needed, overtime periods are 3 minutes in duration. In overtime, each team is allowed 1 one minute time-out (no carryover of unused time-outs from regulation play or one overtime period to another).
- A team forfeits if the team is unable to field 4 players within 5 minutes of scheduled game start.
- If previous game runs late, next game starts five minutes after the previous game ends.

Grade Group specific rules summary for Boys Grade 7-12:

- Zone Defense is allowed
- Isolation Offense is allowed
- Double Teaming is allowed
- Full-court-press is allowed
- Basket height is 10 feet.
- Free Throw line is 15 feet.
- Lane violation is 3 seconds. This applies only to the offense – no lane violation will be administered against the defense. A lane violation will occur on the offense when an offensive player not in possession of the ball remains in the lane for a full 3 seconds; however, if a shot is taken, the 3-second clock resets.
- Ball size for these groups is Men's Regulation
- Three-point-shots will be awarded
- Free-throws: players on the lane during a free-throw may not leave their position until the ball leaves the shooter's hand
- When a team leads its opponent by fifteen or more points, backcourt defense will not be allowed.
- When a team leads its opponent by 20 points, the game will operate with a running clock
- Dunking is NOT allowed in our league (nor should anyone ever hang from a rim)
- Standings are kept
- This group will have a playoff tournament and select All Stars