

ARTICLE 25

2024-2025 2nd and 3rd Grade Rules

1. National high school rules apply with the following exceptions.
2. Clock shall be continuous with four 8-minute quarters, stopping only for timeouts. The clock shall be stopped in dead ball situations occurring in the last minute of the second half. The only exception is if a team has established a lead of 15 points or more, and then the clock will remain continuous. Games shall have five minutes for halftime. There shall be at least five minutes between games.
3. The NTI shall support a minimum playing time policy for all regular season games. Tournament games are played to win as they are single elimination, however, all kids need to play a decent period of time. During every regular season game, each player should play at least 10 minutes of said game. Any coach or team found manipulating or violating the above rule shall be subject to disciplinary action by his/her community commissioner and/or the interlock.
4. Each team shall have four 60-second timeouts to be used at any time during the game. Either team may call dead ball timeouts. Live ball timeouts may only be called by the team with possession of the ball. Any coach or player may call a timeout. If a timeout is called immediately before a free throw or free throws are to be shot, the game clock shall restart when the ball is touched in live play following a missed free throw or when the ball is touched after being in-bounded following a made free throw.
5. Forfeit time is five minutes after scheduled game time. A team may start and continue playing a game with four players. The opposing team may still play with five players. Referee fees for a forfeited game shall be the responsibility of the forfeiting team's community. The community that forfeits shall be responsible for reimbursing the community that shall pay the referees for the forfeited game. The referees on duty shall be released at the time of the forfeit and are not obligated to officiate the forfeited game. If a forfeit is declared because the forfeiting team was late and the coaches still choose to play the game, they shall be required to supply their own referees. This game must not delay the next game.
6. During the regular season, there shall be no overtime play in the event of a tie. If a game is tied at the end of regulation play, each team shall be credited with a tie in the league standings. During the tournament, in the event of a tie at the end of regulation play, a two minute period of overtime shall be played using a continuous clock. Each team shall be given one timeout for the overtime period. Unused timeouts from regulation play may not be used during the overtime period. If no winner is determined after two (2) played overtimes it will then move to sudden death. The ball will be jumped again and the first team to score will win.

7. Learning to play defense is a basic principle of youth basketball. This is usually more difficult for a newly formed team, while an experienced team can step up to a more difficult defense such as man-to-man. But we do recognize each team's dynamics are different and it will be the coach's choice on the type of defense the team runs.

8. Teams may only play defense in the full front court:

- a. Except for the final two minutes of the game, or during any overtime period or as noted below. Teams may full court press during the final two (2) minutes of regulation play or during overtime.
- b. During regular play, defenders must remain behind the volleyball line (in between $\frac{1}{2}$ court and 3 point arc) until the offensive team advances the ball into the front court to the volleyball line. Defenders shall not defend between $\frac{1}{2}$ court line and volleyball line. To keep the game moving and no holding of the ball; the offensive team will have a 5 second count to make a basketball move towards the goal or a 5 second call will be made and the ball will change possession. Once the offensive team makes a basketball move past the volleyball line then the defense shall be allowed to proceed. Exception: during the last two minutes of the game. If the offensive team holds the ball in the backcourt the defenders must get back behind the volleyball line. Otherwise, this will be a fast break situation and the defense shall be allowed to defend past $\frac{1}{2}$ court.
- c. There shall be no trapping of the ball handler until the last 2 minutes of the game or during overtime. If the ball handler gets trapped the players will be asked to back off so we can progress game play. If this is not possible, the play will be stopped and the team originally in possession of the ball will be allowed to inbound the ball.
- d. There shall be no trap or trapping of a player or players on a dead ball during an inbound of the ball. This allows for fluid and balanced play, enabling and initiating ball movement.
- e. Full court defense will be allowed during the last 2 minutes of the game and any portion of overtime period. No trapping is allowed in the back court. You may full court press but no trapping.
- f. If a team gains a 25 point advantage, the defense must remain within the 3 point arc until the offensive team crosses the volleyball line (line between $\frac{1}{2}$ court and 3 point arc). This will allow the team to not feel pressured and allow the defense to

spread out in order to open up the lane for the offensive players. A player is considered inside the 3 point arc when both feet are inside the line.

- g. The head coach shall be warned after the first violation of ANY of these rule(s). For each violation during the remainder of the game, the head coach shall be given a technical foul.
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- 9. Each Player is allowed six (6) fouls per game. After the fifth (5th) foul, the offending player be removed from play and warned of the penalty for one more foul. The player may re-enter the game at the next dead ball (after a live ball sequence). After a sixth (6) foul, the player shall be removed for the remainder of the game.
 - 10. 2nd and 3rd grade shall have a 5 second lane violation; the 5 second count shall only begin once the ball has crossed the 3—point line the first time.
 - 11. Traveling, 3 steps or greater, shall be strictly called within the 3-point arc. Traveling in other areas of the court shall be called at the referee's discretion or where an advantage is gained.
 - 12. Players shall use a 28.5 inch basketball.
 - 13. Goal height for 2nd Grade shall be 8'.
 - 14. Goal height for 3rd Grade shall be 9'.
 - 15. Players shall shoot free throws from a 12-foot free throw line which shall be clearly marked with tape or other highly visible material. The lower box on the lane shall be used unless the gym uses attached goals. Use of volleyball lines is not permitted unless said volleyball line is exactly 12 feet from the basket.
 - 16. If the shooter is fouled while making the basket, it is an automatic 'and 1' on a made shot. If the shooter is fouled while shooting but does not make the basket, one (1) Free Throw is awarded worth the value of the shot attempted (2 or 3). These rules help keep game flow and minimize 'stall' approaches to the game.
 - 17. A player may move up a grade but not down and must not have been held back in school for more than one year. This is town specific. We do try to keep the same ages together as much as possible so they learn to play together since most middle school teams operate that way. A player may play for only one team specifically during the tournament. There shall be no recruiting outside any community's respective school district or any private school's enrollment. Any coach or team found in violation of any of the above rules shall be subject to NTI executive board evaluation and possible disciplinary action.

18. Any coach or player assessed with two direct technical fouls in a game shall be ejected from the game and shall be required to sit out the next scheduled game. Bench fouls (such as a technical assessed for mercy rule violations or pressing) do not count toward direct technical fouls. If a coach or player is ejected during a team's final tournament game, said coach or player shall be required to sit out the first game of the following season. Ejected coaches and players shall be asked to leave the gymnasium. Two flagrant fouls against any one team during a single game shall constitute a forfeit of that game and of the next scheduled game for the offending team. Coaches and players involved with any of the above actions shall be subject to NTI executive board evaluation and possible disciplinary action.

19. All technical, intentional, and flagrant fouls shall result in two free throws and possession of the ball for the offended team. Any flagrant foul constitutes ejection from the game for the offending player. If a player is ejected during a team's final tournament game, said player shall be required to sit out the first game of the following season. Any player ejected for a flagrant foul shall be subject to NTI executive board evaluation and possible disciplinary action.

20. The host commissioner shall handle all protests on the spot. His or her decision shall be final. There shall be no protesting of any judgment call by a referee.

21. Only two coaches are allowed on the bench during games. One coach is permitted to roam in the designated coach's box only. The second coach must remain seated at all times. Any violation of the above rules shall result in a technical foul for the offending team.

22. All teams must furnish their own warm-up balls. Host communities must furnish game balls.

23. Team player jerseys must be tucked in at all times. Reversible jerseys are preferred.

24. All numbers may be used. Jersey should display a 4" number on the front and a 6" number on the back of all jerseys. No duplicate numbers are permitted on the same team.

25. Once the season's schedule has been approved and published by NTI, schedule changes are only allowed if the commissioners of both communities involved approve the change.

26. Host communities are responsible for training and providing an official scorekeeper and a scoreboard operator for all league games. An official scorebook must be used at the scorer's table.

27. Referees shall be paid a minimum of \$35.00 per game. When working alone, a referee shall be paid \$40.00 per game. No extra payments shall be made for overtime. Forfeits and cancellations shall be paid at the same rate.

28. Referees have the option of stopping the game clock for ball retrieval, injuries, or whenever deemed necessary. This judgment shall rest only with the referees and not with the scoreboard operator.

29. All participating teams are required to complete a team registration form and provide the completed form to the NTI along with their team dues and insurance fees before their first practice.
30. Coaches must furnish a written lineup with player names and numbers to the official scorekeeper at least 10 minutes prior to game time.
31. Daily game admission fee shall be \$5.00 per adult, and \$3 per senior citizen. Adults attending multiple games in different NTI communities shall be admitted free provided they have been stamped with an official NTI stamp upon paid admission. Students 18 years and under shall be admitted free.
32. The NTI has a zero-tolerance policy regarding physical violence and/or threatening behavior. Physical or verbal attacks or threats against NTI executive board members, commissioners, coaches, referees, volunteers, parents, participants, or fans shall be considered violations of the NTI zero tolerance policy and shall subject the offender to suspension from the association for a time period of at least one year. Said offender shall also be subject to further disciplinary action set forth by a two-thirds majority vote of the league commissioners which could include permanent removal from all NTI activities. Other actions expressly prohibited by the NTI and which subject the offender to suspension or permanent removal include, but are not limited to, using profanity, alcohol, illegal drugs, or tobacco products during league activities, interrupting game play, and committing violence against children.

ARTICLE 26

2024-2025 4th, 5th, and 6th Grade Rules

1. National high school rules apply with the following exceptions.
2. **NEW RULES: 4th grade teams:** Clock shall be continuous with **four 9-minute quarters**, stopping only for timeouts. **5th and 6th grade teams:** Clock shall be continuous with **four 10-minute quarters** stopping only for timeouts. The clock shall be stopped in dead ball situations occurring in the **last two minutes of the 4th quarter**. The only exception is if a team has established a lead of 20 points or more, and then the clock will remain continuous. Games shall have five minutes for halftime. There shall be at least five minutes between games.
3. Communities of the North Texas Youth Basketball Association may all be asked to participate in an evaluation process with athletes from fourth through sixth grade, to determine team and individual placement by skill level. The criteria for evaluations shall be updated annually and voted on by NTI board members and commissioners. Communities/ teams that do not comply with evaluations (if held) shall be subject to board review and fall subject to the consequences set forth by the board.
4. The league will evaluate each team's performance after the first two weeks of league play to determine if scheduling adjustments need to be made due to discrepancy in skill levels across teams. All of this is in an ever-changing effort to keep the true spirit of basketball and our mission to be a sustainable development league. If we have a team that the year before is dominating (by large point spreads) their age division; a. The team may be asked to play up the following year and/or the current year or b. May be asked to dismantle the stacked team or c. to move the team to a more competitive league outside of the NTI.
5. The NTI shall support a minimum playing time policy for all regular season AND tournament games. During every game, each player should play at least 10 minutes of said game. During the tournament the playing time will be reduced due to this being a single elimination tournament so it will be played to win. All kids still need to play a decent amount of time. Any coach or team found manipulating or violating the above rule shall be subject to disciplinary action by his/her community commissioner and/or their organization.
6. Each team shall have **four 60-second timeouts** to be used at any time during the game. Either team may call dead ball timeouts. Live ball timeouts may only be called by the team with possession of the ball. Any coach or player may call timeout. If a timeout is called immediately before a free throw or free throws are to be shot, the game clock shall restart when the ball is touched in live play following a missed free throw or when the ball is touched after being inbounded following a made free throw.

7. Forfeit time is five minutes after scheduled game time. A team may start and continue playing a game with four players. The opposing team may still play with five players. Referee fees for a forfeited game shall be the responsibility of the forfeiting team's community. The community that forfeits shall be responsible for reimbursing the community which shall pay the referees for the forfeited game. The referees on duty shall be released at the time of the forfeit and are not obligated to officiate the forfeited game. If a forfeit is declared because the forfeiting team was late and the coaches still choose to play the game, they shall be required to supply their own referees. This game must not delay the next game.
8. In the event of a tie at the end of regulation play, a three-minute period of overtime shall be played using a continuous clock for the first two minutes and a stopped clock for the final minute. Each team shall be given one timeout for the overtime period. Unused timeouts from regulation play may not be used during the overtime period. During the regular season, if a game is tied at the end of the first overtime period, each team shall be credited with a tie in the league standings. During the tournament, the teams shall continue playing overtimes under this format for the first two (2) rounds. After two rounds the game will go to sudden death where the ball will be jumped again and the first team to score will win.
9. Pressing and trapping off rebounds and turnovers is permitted anytime and anywhere for all grades and genders unless otherwise noted in these rules.

4th grade: There shall be no pressing or trapping off a live, dead or inbound ball anywhere in the backcourt for 4th grade boys and 4th grade girls during the first half. Pressing is permitted during the second half and/or during any portion of any overtime period, except in the case of a lead of 15 points or more. Mercy rules prevail. The head coach shall be warned after the first violation of this rule. For each violation during the remainder of the game, the head coach shall be given a technical foul.
10. MERCY RULE 15 POINTS: A 15-point mercy rule shall be used in the backcourt for all Divisions. Once a lead of 15 or more points has been established, the team with the lead may not press or trap in the backcourt. Pressing and trapping in the backcourt may return if the lead has been cut to 14 points or less. The head coach shall be warned after the first violation of this rule. The head coach will be warned after the first violation. For each violation thereafter the coach will be given a technical foul.
11. MERCY RULE 25 POINTS: A 25 point mercy rule shall be used during any game. While this rule is in effect there shall be no pressing or trapping anytime or anywhere by the team with the lead. The team with the lead shall be required to play defense entirely behind the volleyball line (line between ½ court and 3 point arc).
12. NEW RULE: All 4th, 5th and 6th Girls teams shall use a 28.5 inch basketball. All 6th Boys teams shall use a 29.5 inch ball.

13. National High School rules are used for Free Throws unless noted herein.

a. NEW RULE: **4th grade Divisions** shall shoot free throws from a 12 foot free throw line which shall be clearly marked with tape or other highly visible material. Use of volleyball lines is not permitted unless said volleyball line is exactly 12 feet from the basket. The lower box on the lane shall be utilized for these divisions. **If the shooter is fouled while making the basket, it is an automatic "and 1" on a made shot. If the shooter is fouled while shooting but does not make the basket; one (1) free throw is awarded worth the value of the shot attempt (2 or 3).**

b. NEW RULE: **5th and 6th grade Divisions** shall shoot free throws from the regulation 15-foot line. These divisions shall play by the new high school free throw rule. **If fouled while shooting, then follow the normal shooting foul rule. Two (2) shots will be awarded once a team reaches 5 team fouls per quarter. Team fouls will reset every quarter.**

14. A player may move up a grade but not down and must not have been held back in school for more than one year. A player may play for only one team. There shall be no recruiting outside any community's respective school district or any private school's enrollment. Any coach or team found in violation of any of the above rules shall be subject to NTI executive board evaluation and possible disciplinary action.

15. **Any coach or player assessed with two direct technical fouls in a game shall be ejected from the game and shall be required to sit out the next scheduled game.** Bench fouls (such as a technical assessed for mercy rule violations or pressing) do not count toward direct technical fouls. If a coach or player is ejected during a team's final tournament game, said coach or player shall be required to sit out the first game of the following season. Ejected coaches and players shall be asked to leave the gymnasium. Two flagrant fouls against any one team during a single game shall constitute a forfeit of that game and of the next scheduled game for the offending team. Coaches and players involved with any of the above actions shall be subject to NTI executive board evaluation and possible disciplinary action.

16. **All technical, intentional, and flagrant fouls shall result in two free throws and possession of the ball for the offended team. Any flagrant foul constitutes ejection from the game for the offending player.** If a player is ejected during a team's final tournament game, said player shall be required to sit out the first game of the following season. Any player ejected for a flagrant foul shall be subject to NTI executive board evaluation and possible disciplinary action.

17. The host commissioner shall handle all protests on the spot. His or her decision shall be final. There shall be no protesting of any judgment call by a referee. Referee's shall have complete control of the gym and the gym commissioners will execute what the referee decides.

18. Only two coaches per team are allowed on the bench during games. One coach is permitted to roam in the designated coach's box only. The second coach must remain seated at all times.

Any violation of the above rules shall result in a technical foul for the offending team. An exception can be made for a statistician as long as they do not coach the players or the game.

19. All teams must furnish their own warm--up balls. Host communities must furnish game balls.

20. Team player jerseys must be tucked in at all times. Reversible jerseys are preferred.

21. All numbers may be used. Jersey should display a 4" number on the front and a 6" number on the back of all jerseys. No duplicate numbers are permitted on the same team.

22. There shall be no schedule changes after the schedule has been approved and published by NTI. Schedule changes are only allowed if the commissioners of both communities involved approve the change. Schedules will not be changed past 8pm on Thursday prior to Saturday's games. Coaches will be notified if a change occurs after that time.

23. Host communities are responsible for training and providing an official scorekeeper and a scoreboard operator for all league games. An official scorebook must be used at the scorer's table.

24. Referees shall be paid a minimum of \$35.00 per game. When working alone, a referee shall be paid \$40.00 per game. No extra payments shall be made for overtime. Forfeits and cancellations shall be paid at the same rate.

25. Referees have the option of stopping the game clock for ball retrieval, injuries, or whenever deemed necessary. This judgment shall rest only with the referees and not with the scoreboard operator.

26. Coaches must furnish a written lineup with player names and numbers to the official scorekeeper at least 10 minutes prior to game time.

27. Daily game admission fee shall be \$5.00 per adult, \$3.00 per senior citizen. Adults attending multiple games in different NTI communities shall be admitted free provided they have been stamped with an official NTI stamp upon paid admission. Students 18 years and under shall be admitted free.

28. The NTI has a zero-tolerance policy regarding physical violence and/or threatening behavior. Physical or verbal attacks or threats against NTI executive board members, commissioners, coaches, referees, volunteers, parents, participants, or fans shall be considered violations of the NTI zero-tolerance policy and will be suspended for one year. Said offender shall also be subject to further disciplinary action set forth by a two--thirds majority vote of the league commissioners which could include permanent removal from all NTI activities. Other actions expressly prohibited by the NTI and which subject the offender to suspension or permanent removal include, but are not limited to, using profanity, alcohol, illegal drugs, or tobacco products during league activities, interrupting game play, and committing violence against children.
29. NEW RULE: The 5th and 6th grade divisions will be split into a developmental and a competitive league. This is to ensure that all teams are competing at the best skill level. During the season we will be doing a 2 week look to adjust teams across all age divisions to the appropriate skill level. Example: if we have a 4th grade team that is playing well above the other teams they will be moved up to compete in either the 5th developmental or competitive league to garner the competition they need for improvement. The teams that finished in the top half of their division last year will be automatically placed in the competitive league, unless a coach requests otherwise or we observe a need to be dropped down.²

² Revision 12/28/24