



## **Panthers Classic Rules**

Unless noted below, standard IHSA and DYTBL rules apply.

Pregame warm-up time is 3 minutes (may be reduced if games are behind schedule).

Four 6-minute quarters with clock stops on all whistles. 1-minute between quarters, 3-minute half time.

Three full timeouts per team are allowed. Unused timeouts do not roll over into overtime.

One additional (full) timeout for each OT.

In case of a tie after regulation, 1st OT is 2 minutes, 2nd OT is sudden death (i.e., first team to score any point wins). Jump balls start each OT.

If team is up 15+ points in the second half, a running clock will be in effect, including during free throws. If lead drops below 10pts after running clock starts clock will again stop at all whistles.

No pressing if winning by 15+ points.

The 3-point shot is in effect.

Grades 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup>: Man to Man Full court press on allowed in final 1 minute of 2<sup>nd</sup> quarter and final 2 minutes of 4<sup>th</sup> quarter.

Grades 6-8: Full court press is allowed anytime. No pressing if winning by 15+ points.

Defense – 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> may only play Man to Man. Grade 6<sup>th</sup> – 8<sup>th</sup> may be man-to-man or zone.

Five fouls on a player result in foul out. 5th team foul per quarter is two shots.

Two technical fouls on a coach or player in one game will result in an immediate ejection. Technical fouls count as non-shooting fouls. Any coach or player that gets a technical foul the other team will get “2 points and the ball”. A technical foul on a player counts as a personal foul.

At the discretion of the referees, any player judged guilty of fouling with deliberate intent to injure will be ejected. Referees are instructed to have zero tolerance for foul or abusive language from players,

coaches, parents and/or fans. Referees have the authority to issue technical fouls and, if necessary, ejections. Coaches are responsible for players, parents and/ or fan behavior. Failure on part of coach, player, parent and/or fan to promptly leave gym upon ejection will result in game forfeiture

Referee's decisions are final. No protests allowed.

CSYTBA score book is the official scorebook. Each team must provide a volunteer for the scorer's table for scorebook (home team) and clock (Visitors). Both teams are responsible for entering their line-ups prior to game time. First team listed on schedule will be home (light uniform) and second team will be visitor (Dark uniform).

2 patched officials will be provided for each game. Regulation size ball shall be used for boy's grades 6-8 and 28.5 for 4<sup>th</sup> to 8th girls' levels and boy's grades 3<sup>rd</sup> – 5th. Girls' 4<sup>th</sup> grade will use 27.5in ball.

Pool Play Champion will be decided based on overall record, in case of tie we will use following tie breaker.

1. Head-to-Head
2. Points difference (max per game is +/-15)
3. Points allowed