



PLAYING RULES 8-9 DIVISION

National Federation Rules and UIL Guidelines will apply with the exception of the following rules published here.

GAME LENGTH

- Four (4) eight (8) minute quarters
- Running clock with the exception of final two (2) minutes of the second half
- The clock stops only on timeouts and free throws
- The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.

POINT SPREAD RULE

- If one team is ahead by fifteen (15) or more points during the last two (2) minutes of the second half, the clock will remain a running clock, except for time-outs

TIMEOUTS

- Each team will get two (2) one-minute timeouts per half, timeouts do not roll over to second half

PLAYING TIME

- Teams are allowed free substitution for entire game
- All substitutions will be made at the scorer's table during play stoppages on the official's whistle
- A team can start the game with four (4) players
 - The opposing team must play with four (4) players as well

GAME

- Coaches must remain on the sideline and will not be allowed along the base line during play
 - Only one coach and one assistant coach is allowed on the sideline/bench area per team
- All games will be full court
- Basket height – 9ft
- Basketball size – Official women's size ball, 28.5"
- Each game starts with a center jump
 - All jump balls from that point on will be awarded based on the alternating possession rule
- The direction of play reverses in the second half
- Three-point shot will be allowed
- No team will be allowed to make any roster changes unless approved by The City

DEFENSE

- No defense allowed in the backcourt once possession has changed
 - Each team shall be issued one warning per half for backcourt defense, any additional violation shall result in a technical foul
- No zone defense will be allowed
- The offensive player must be given space by the defense to cross the half-court line
- A defensive player cannot guard the ball until the player and ball completely cross half court



FOULS

- Free Throw Distance – 13.6' (one line in front of the regulation line)
- Bonus foul shots will begin after a team's fifth foul in a single quarter. The team foul count restarts at each quarter. The team fouled will shoot 2 free throws upon the opposing team's fifth team foul in a single quarter.
- Players will be disqualified from further participation upon receiving their fifth personal foul
- All fouls will use current UIL Guidelines
- Lane violations will be five (5) seconds in the lane
- If a team playing with only 5 players has a player foul out all fouls for that player going forward will be a technical foul
- Any player, coach, or spectator ejected from a game will serve a minimum one (1) game suspension and may be subject to further discipline depending on the incident.
 - City staff will notify the coach and/or family of the duration of a suspension once it is determined.

PLAYER AND FAN CONDUCT

- Profanity, vulgarity, unsportsmanlike behavior, or misconduct of any kind that is detrimental to the game and its purpose will not be tolerated. Athletic staff, City employees, League officials or umpires shall remove the offending parties from the park and the Police will be called if deemed necessary. This will be treated as an ejection and the coach and/or family will be notified of the duration of a suspension once it is determined.