

# **GIRLS' OVER THE MOUNTAIN BASKETBALL LEAGUE RULES (01-05-10)**

## **I. TEAM AND PLAYER ELIGIBILITY RULES**

- A. Team Eligibility: Over the Mountain basketball teams are allocated and designated according to high school boundaries. Private school teams are eligible to participate in the Girls' Over the Mountain basketball, subject to compliance with the player eligibility rules.
- B. Player Residency Requirements: In the case of non-private school teams, all players listed on the official team roster must (a) attend a public school or reside (b) within the high school boundary of the team for which they play. For example, all players on a Mt. Brook team must attend a public school in Mt. Brook or reside within the school boundary of Mt. Brook High School such that they would be eligible to attend Mt. Brook High School. In the case of private school teams, all players on the team must be actively enrolled in and attend that school. Since the Girls' OTM League is still relatively young, the league office may allow very limited exceptions to these eligibility rules if necessary in order to attract a sufficient number of teams in the various divisions. **ANY AND ALL EXCEPTIONS TO THE ELIGIBILITY RULES MUST BE APPROVED IN ADVANCE BY THE LEAGUE OFFICE.**
- C. Player Age Requirements: Girls' Over the Mountain play is by grades; however, there are restrictions as to the maximum age that a player may be. All 3<sup>rd</sup> graders must be born on or after 9/1/99; 4<sup>th</sup> graders must be born on or after 9/1/98; 5<sup>th</sup> graders must be born on or after 9/1/97; 6<sup>th</sup> graders must be born on or after 9/1/96. A player may play up a grade if she is too old to be eligible to play in her own grade.
- D. Rosters: To be eligible to participate in Girls' Over the Mountain basketball games, a player must be listed on the team's official roster submitted to the league office. All players listed on the official roster must have a parental waiver, consent, and release form and an acceptable birth record on file with the league office.

## **II. SPORTSMANSHIP**

Players, coaches, and fans are expected to exhibit a high degree of sportsmanship at all times. Game officials have the authority to eject players, coaches, and fans who use abusive or foul language or who engage in flagrant bad conduct.

## **III. SCHEDULING**

- A. The scheduler or league commissioner will schedule all games for the regular season and the post-season tournament games. All regular season games will be played on Saturday and Sunday afternoons.

- B. Once the schedule is finalized, games must be played as scheduled, unless a change is expressly permitted and approved by the league office. Changes in schedule that are mutually agreed upon by all coaches involved in the change generally will be permitted. However, such changes may require that the teams locate their own gym space and arrange for their own officials. In addition, the league office must be notified of such changes at least one week in advance so that referees may be notified regarding any cancelled games.

#### IV. GYM SPACE

- A. Each community is encouraged to provide gym space at some point during the regular and/or post season. The league must have gyms that it can use in order to exist. Gyms are needed for at least 3 consecutive hours on a single day.
- B. Coaches are responsible for locating their own gym space for practices, and for scheduling their own practices.

#### V. COURT OF PLAY

- A. Goal Height: The 3<sup>rd</sup> grade will play on 8 ½ foot goals. The 4<sup>th</sup> grade will play on 9 foot goals. The 5<sup>th</sup> and 6<sup>th</sup> grades will play on 10 foot goals.
- B. Ball Size: All grades will play with the intermediate size basketballs (28.5” circumference).
- C. Free Throw Distances: Free throw distances will be 10 feet for 3<sup>rd</sup> grade, 12 feet for 4<sup>th</sup> and 5<sup>th</sup> grade, and 15 feet for 6<sup>th</sup> grade.

#### VI. PLAY OF THE GAME

##### A. Defensive Pressure

1. In the 3<sup>rd</sup> grade league, except in the final two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters and during any overtime period, teams may not apply defensive pressure until the ball has passed the mid-court line. Defensive pressure is permitted anywhere on the court during the final two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters and during any overtime period except by a team that is leading by 20 or more points. In addition, teams may double team or trap at any time once the ball has crossed the mid-court line.
2. In the 4<sup>th</sup> grade league during the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> quarters, teams may not apply defensive pressure until the ball has passed the mid-court line. Defensive pressure is permitted anywhere on the court during the 4<sup>th</sup> quarter and during any overtime period except by a team that is leading by 20 or more points. In addition, teams may double team or trap at any time once the ball has crossed the mid-court line.
3. In grades 5 and 6, defensive pressure is permitted anywhere on the court at all times, except by a team that is leading by 20 or more points.

4. The first violation of the defensive pressure rules will result in a warning. Second and subsequent violations will result in a technical foul.

B. Length of Game

1. All games will consist of four 8-minute quarters. In the case of a tie at the end of regulation, the teams will play 2-minute overtimes. If the game continues to be tied at the end of the second overtime, a sudden death overtime will be played in which the first team to score will be the winner.
2. The clock will stop only on time outs and foul shots, until the last two minutes of the second and fourth quarters, and during any overtime period when the clock will stop on every blow of the referee's whistle.
3. There will be a one-minute break between quarters and a three-minute break between halves.

C. Time-outs: Each team is allowed four one-minute time-outs per game, which may be used at any time during the game. In each overtime period, each team will be allowed one time-out with no carryovers.

D. Lane Violations: Lane violations will be called at 3 seconds for all grades.

E. Jump Balls: Each game and each overtime period will begin with a jump ball served by the referee. All other jump balls will be awarded under the alternating possession rule.

F. Fouls: A player with 5 fouls is disqualified from participating further in the game. A player who has fouled out of the game may not reenter the game during any overtime period.

G. Three Point Shots: Three point shots will not be allowed in the 3<sup>rd</sup> or 4<sup>th</sup> grades. Three point shots will be permitted in the 5<sup>th</sup> and 6<sup>th</sup> grades in accordance with Alabama State High School rules where the floors are marked to designate a three point shot.

H. Forfeits: In the event a team does not have 5 eligible players at five minutes after the scheduled start of the game, it may play with four players. Any team with less than 4 eligible players at five minutes after the scheduled start of the game shall forfeit the game.

I. Rules of Play: All play not qualified or amended by these rules shall be conducted according to Alabama State High School Athletic Association Rules.

VII. SCOREKEEPER/CLOCK-KEEPER: Each team must provide a scorekeeper/clock-keeper for each game.

VIII. GYM RULES

- A. Please remember that we are guests in the all of the gyms we are using in OTM basketball. Please take care of the gyms.
  - B. Players and spectators must remain in the gym area of the facility at all times. Do not allow children to roam the hallways or go into other portions of the facilities.
  - C. No food, drink, alcohol or tobacco products are permitted in any of the facilities. This includes player drinks. All of the gyms have water fountains available for the players. Drinks may be consumed in the lobby portion of the Mountain Brook Baptist Church gym.
  - D. Players are prohibited from bringing basketballs into the gym during games. Coaches may bring basketballs to the gym, but they are responsible for making sure that balls are not bounced, thrown, shot, etc. while games are in process.
  - E. Players not involved in a game that is on-going should refrain from going out onto the court during time-outs and between quarters of the game.
  - F. Profanity and other unsportsmanlike conduct will not be tolerated in any of the facilities. Coaches are responsible for controlling the behavior of their players and fans.
- IX. LEAGUE OFFICE: The league office contact for the 2009-2010 year is as follows:

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22 Woodhill Road  
Birmingham, AL 35213  
Home Phone: 879-6823  
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