



GMAA Elementary Basketball Handbook

Section 1: Team Entry and Classification

2.1) All official team entries must be submitted on S1 by the deadline

2.2) Classification: Boys and/or Girls-Grades 5 & 6

Section 3: Player Registration & Eligibility

3.1) Player Registration is due on S1 prior to the teams' first game.

Section 4: Uniform (also refer to Governing Rules – Rule VI, Section 5)

4.1) All Uniforms must include common shirt and common shorts. By the 2022-2023 season, all uniforms must have numbers on the front and back.

4.2) All items of jewelry (including hair accessories) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable.

Section 5: Scheduling & Starting Time

5.1) The schedule shall be drawn up by the coaches or SAC Reps at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6). No scheduling may take place before the meeting begins and no division information will be given out prior to the scheduling meeting.

5.2) Every school is encouraged to play on Mondays and Fridays during the season (exception: Jewish schools). Double-headers should be scheduled as much as possible.

5.3) League games have priority over any exhibition game and/or tournament.

5.4) Teams should play a minimum of 10 (ten) games and a maximum of twelve (12) games (with a crossover if necessary).

5.5) There must be a minimum of 4 teams in a level to draw up a schedule of games for that level, otherwise the level will be eliminated and/or combined with another level.

5.6) Schools permitted to enter 1 team per category (1 boys team and 1 girls team).

5.7) At least two weeks are set aside for tiebreakers and playoffs at the end of the season.

5.8) Coaches are encouraged not to adjust or alter the schedule for any reason other than a school closure. Changes to the schedule can be made during the (5) five working days after the schedule is posted on the website (www.gmaa.ca), assuming both schools involved agree to that change. Both coaches must notify the GMAA of the change. No changes will be accepted after noon the working day before the scheduled game (except in emergencies). If changes are made after the 5-day grace period, a \$10 charge will be applied to the team requesting the change.

5.9) Starting time as per the GMAA Governing Rules, if a team is not on the court and ready to play within 15 minutes of the scheduled starting time, that team shall lose the game by default.

Section 6: Governing Rules & Rule Modifications

6.1) FIBA rules will be used with the following modifications

6.2) Quarter time - is 2-minutes long and then the players are to be on the court. Half time - five minutes.

6.3) All tied games are to be broken as per official rules. No GMAA basketball game can end in a tie. Overtime must be played.

6.4) Any player whose name appears on the Official Score sheet is considered to have officially participated in that game.

6.5) Completion of Game: A regular game will be completed after at least three quarters of the game has been played. If less than three quarters of a game has been played and the referee ends the game, the game will be rescheduled and played over from the beginning.

Completion of Playoff Games: In all sports for playoff games ONLY, a game must be completed from where it stood from the moment it was stopped, at the discretion of the losing team. The same game sheet must be used to complete the game. No players may be added to the lineup.

6.6) A staff member (see Rule VI, Section 4 of General Governing Rules for clarification) must be present and at the bench at all GMAA games (i.e. for each complete game). The staff member must sign the game report. Penalty - Forfeiture of game.

6.7) Participation Rule: A participation rule will be in effect for all elementary (mini) categories. A team must have a minimum of 9 players at the start of the game. The maximum number of players in order to mathematically meet participation is fifteen (15).

MAXIMUM PARTICIPATION: No player may play more than two (2) complete quarters during the first three (3) quarters of the game.

MINIMUM PARTICIPATION: Every player (9 mandatory) must participate in the equivalent of one (1) full quarter during the first three (3) quarters of the game. (One (1) full quarter = two (2) shifts of four (4) minutes each.)

The minimum participation rule must be met by only nine (9) players on each team. Any other players on the scoresheet may participate in the game (including in the fourth quarter) without having met the minimum participation rule.

6.9) Substitution Rule for Participation Leagues: Substitutions will take place at four minutes during the first three quarters. The clock will be set for 4 minutes, and the buzzer will sound to indicate substitutions.

6.10) All leagues must play man-to-man defense inside the 3-point arc. (as per FBBQ rules). Zone presses and traps are permitted anywhere else on the court. At the Juvenile level only, zone defense is permitted inside the 3-point arc.

6.11) Three-Point Line: There is no three-point line at the mini (elementary) level.

6.12) Charge Circle: The FIBA regulations regarding the charge circle and offensive fouls related to the charge circle will apply to GMAA leagues **if** the appropriate lines are on the court.

6.13) Mercy Rule: A "mercy" rule will be in effect, should a team be leading by a score of 25 points or more, the team may no longer use a pressure defense. Pressure may not be applied to the ball anywhere on the floor outside the defensive 3-point line. (As soon as the opposition

gains control of the ball, the team that is leading by 25 or more, must go back inside their 3-point area.)

If a team continues to apply pressure outside the 3-point line the team will receive an official verbal warning from the referee, if pressure continues the bench will be assessed a technical foul.

6.14) Ball: A number 6 ball will be used for all girls' categories and mini & bantam boys. A regulation size leather ball will be used for boys' midget and juvenile categories.

Section 7: Regular Season Games

7.1) Number of Players: A team is required to have a minimum of 9 players at the start of the game and a maximum of fifteen (15) players in order to mathematically meet participation. Teams not fielding a complete team will default the game.

7.2) Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first regular season game.

7.3) Officials

a) Officials will be from the MMBRA when available. They will be made aware of any rule modifications.

b) Should a coach have a complaint re officials, the coach should write a letter to GMAA stating the cause of complaint. A copy will be sent to the Basketball chairperson, the President of the referee association and the referee assignor.

c) Officials who are also Coaches should not referee basketball games of the same sex and division in which he/she coaches, whenever possible.

Section 8: Championships & Playoffs (see Rule XI Secondary Governing Rules)

8.1) Playoff Court Requirement: the minimum Basketball Court Dimensions to host playoff games is 14m by 25m.

Section 9: Duties of Home School & Visiting Schools

9.1) Home team responsibilities

a) The home team shall supply a trained official timer, scorer, game ball, and official clock in working order and score sheets.

b) The official scoresheet must be printed off S1 by the HOME COACH (listing both teams) and given to the referee before the game starts.

c) The home team must upload the results and scoresheet to S1 the night of the match.

d) Provide table and chairs for timer and scorer and benches for players.

e) Provide lockers for visiting team.

f) Provide changing facilities for officials.

g) Arrange for staff to control spectators.

9.2) Visiting team responsibilities

a) Visiting teams must be supervised from the time they arrive to the time they leave the school.

b) Visiting teams may request that someone from their school sit at the scorer's table to act as an assistant timer and scorer. Errors are not easily corrected unless you have assistant timers and scorers.

c) All game sheets are to be signed by both staff members and the referee at the end of the game

Section 10: Discipline of Players

10.1) Referees may, without prior warning, send a player off the field for fixed and definite period of time (COOLING-OFF PERIOD) if their conduct or type of play makes it necessary. This is NOT AN EJECTION and should be used only when the referee feels that it would prevent a more serious situation from developing. The player may be replaced on the field by another eligible player. The referee shall determine the length of any such COOLING-OFF PERIOD, i.e. 10 minutes, 15 minutes, the remainder of the half or the balance of the game.

10.2) Both coaches must be notified of any action taken by the referee. N.B. Ejection MUST BE REPORTED to both coaches and on the game report - An ejection carries an automatic 2 game suspension which will be reviewed by the discipline committee and may be increased or reduced.

10.3) The ejection of any player from a game will result in a suspension of that player from at least two following games. It is the coaches' responsibility to keep that student out for the next two games until an official letter is sent to the school outlining the details of the suspension.

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