

Chattanooga Grizzlies Basketball League

In this league we turn no child away based on ability to pay or play.

All Games Are Governed By TSSAA Rules With The Following Exceptions:

1. GAME FORMAT

1. CLOCK: 10 minute running clock quarters. The clock will stop on the official's whistle during the final two (2) minutes of the 4th quarter unless a team has a 20 + point lead.

2. BALL SIZE

- a) 1st grade – 5th grade will play with the 28.5" intermediate basketball.
- b) 6th grade - High School will play with the 29.5" basketball.

3. GOAL HEIGHT

K-1st plays on 9' Goals; All other divisions will play on 10' goals.

4. FREE THROW

- 1. K – 1st will shoot from the 12' line. All other divisions will shoot behind the 15' line. K-1st may finish across the line
- 2. HALFTIME shall be 5 minutes in length.
- 3. TIMEOUTS: A total of two (2) 30 second timeouts & two (2) full timeouts will be allowed per game. One (1) additional timeout per team will be awarded for each overtime period. Timeouts from the game will carry over to overtime.

5. GAME CONDUCT: An ejection and /or two (2) direct technical fouls during a game on any player, coach, or team representative will result in their suspension for the next physically played league or tournament game. See Additional Policy Relating to Ejections and Unsportsmanlike Acts – Coaches and Players

6. ADMISSION: \$3 Adults & \$2 Students. Each team will receive free admission for two (2) coaches and one (1) scorekeeper. These individuals must sign in at the gate. All other spectators must pay to enter the gym.

Pre-Game Warm Up: Pre game warm up time will consist of (5) five minutes.

The gym manager may adjust warm-up time if needed.

7. Overtime: Overtime periods will be two (2) minutes in length. A maximum of two (2) overtime periods will be played. If teams are still tied after the second overtime, a sudden death format will be used with the first team scoring a basket being declared the winner.

. 20 Point Lead: If at any time during the final two (2) minutes of the 4th quarter, a team establishes a 20 point + lead, the clock will continue to run with the exception of a time out being called. If the 20 point lead is reduced to less than 20 points, normal clock operation will resume.

Note: Teams that are winning by 20 + points will not be allowed to press full court!

8. Scorekeepers and Clock Operators: Each team is responsible for providing a designated representative to assist as a "table worker" during each game. The team listed in the schedule as "Home" will keep the official scorebook. The visiting team listed in the schedule as "Away" will be responsible for providing a clock operator. The scorekeeper & clock operator must be 16 yrs of age or older and will be admitted into the game for free.

9. Team Roster are locked after the 2nd week of the season. Exceptions will be discussed with league director.