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## MAGNOLIA BASKETBALL ASSOCIATION GAME RULES

### RULES APPLICABLE TO ALL DIVISIONS

1. All coaches must be ages 18 years and older.
2. Referees must be 15 years old or older for Division K to Division II. Referees for Division III must be 16 years or older with approved Adult from a MBA Board Member.
3. Practices are limited to one (1) per week lasting no longer than 1.5 hours for K thru D2. Practices are limited to (2) per week lasting no longer than 1.5 hours for D3. All practices must end by 8:30 p.m. regardless of the time practice begins.
4. Each player must play at least two (2) quarters of each game. However, if a player misses practice on a regular basis or shows up late to the game without notifying the coach, playing time will be reduced to one (1) quarter. The coach must notify a board member before the game begins. Below is the playing formula that each team must follow:

**FIVE (5) players** – ALL players play FOUR (4) quarters.

**SIX (6) players** – TWO players play FOUR (4) quarters and FOUR (4) players play THREE (3) quarters.

**SEVEN (7) players** – NO player can play FOUR (4) quarters. SIX (6) players play THREE (3) quarters and ONE (1) player plays TWO (2) quarters.

**EIGHT (8) players** – NO player can play FOUR (4) quarters. FOUR (4) players play THREE (3) quarters and FOUR (4) players play TWO (2) quarters.

**NINE (9) players** – NO player can play FOUR (4) quarters. TWO (2) players play THREE (3) quarters and SEVEN (7) players play TWO quarters.

**TEN (10) players** – NO player can play FOUR (4) quarters. ALL players play TWO (2) quarters.

**Note** – The Scorekeeper with overview by the MBA Board will monitor compliance with the above guidelines during each game. Please be sure that your players register their play time with scorekeeper before each quarter.

**Note** – For Division K see Division K Rules regarding number of players and who can play.

5. **SUBSTITUTION:** No substitutions are permitted during the quarter. Substitutions are only allowed between quarters or when a player is injured.
6. Division III will play by UIL Rules except where super ceded by MBA rules listed within this document.

## DIVISION K GAME RULES (COED)

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|--------------------------|---|
| 1. <b>Goal Height</b>    | 8.5 feet high (Attachment)                            |
| <b>Ball Size</b>         | Youth Size  |
| <b>Referees Required</b> | One (1) referee required who is 16 years old or older |
| <b>COED</b>              | 5 Players on court                                    |
| <b>(4) Quarters</b>      | 6 minute running quarters                             |

Play is instructional. The referees will explain the skill in question to the child. The ball will be given back to the player if it was in his/her possession when play was stopped. If a player erroneously scores in the opposing team's basket, the point will be given to the opposing team. If the coach inhibits a shot from entering the basket in any way, it will be considered goaltending and count as a made basket.

- ONE** coach for each team may be on court to assist their teams while the game is in progress.
- PLAYERS:** There must be at least two (2) girls and two (2) boys played in each quarter per team if possible.
- TIME OUTS:** Each team is allowed two (2) one minute time outs during each half of the game. A team member or the coach may call a time out. Time outs can be called by the team in control of the ball or by either team if the ball has been ruled dead by the referee.
- FOUL OUTS:** On the Fifth (5<sup>th</sup>) personal foul, the player must be removed from the game for a period of one (1) minute. At the conclusion of this penalty, the player may re-enter the game at the next stoppage of play. He must replace the player who replaced him. Upon the 6<sup>th</sup> foul, the player will not be permitted to play for the remainder of the game.
- JUMP BALLS:** Jump balls will occur to start the game only. All other jump ball situations will be altered between teams. Alternate possessions.
- OVERTIME RULE:** In the case of a tie at the end of regulation playing time, one (1) three minute overtime period **MUST** be played. If the game is still tied after the overtime play period, then the game will be declared a tie.
- FREE THROWS:**
  - One (1) shot for two (2) points if the player is in the act of shooting
  - One (1) shot if a basket was made
  - One (1) shot for two (2) points on the 7<sup>th</sup> and on team foul per half (UIL Rules)
  - One (1) shot for a technical foul (See number 9)
- TECHNICAL FOUL:** The offended team is awarded one (1) free throw plus control of the ball, regardless of whether or not the free throw is good.
- FAST BREAK:** No fast breaks are permitted for Division K. The referee will ensure that the opposing team's defense is setup before play resumes.
- IN BOUNDING THE BALL:** A player has five (5) seconds, from the time the ball is received from the referee, to inbound the ball to a player on the court so that it at least touches or is touched by another player. Once the player receives the ball from the referee, he/she cannot move (take any steps) from their position. The opposing team's defender must allow at least three (3) feet of clearance from the boundary of the court for an inbound pass.
- DEFENSIVE RULE:** No player will reach over the line while a player is attempting to inbound the ball.
  - 1<sup>st</sup> offense = Warning
  - 2<sup>nd</sup> offense = A Technical Foul
- DEFENSIVE STEALS:** Steals are only permitted on a loose ball or a pass. No player will be allowed to steal the ball directly from the offensive player.

14. **OFFENSE RULE:** Offensive plays that focus on one or two players are not permitted. All players **MUST** be given the opportunity to contribute to the team's play.

The offensive team must make at least one (1) forward pass to another player after bringing the ball across half court. If there is no half court line, the referee will judge whether a violation has occurred. There will be a warning given for the first violation; however, subsequent violations will result in the loss of possession. Both feet must cross mid-court before passing the ball. Scoring is not permitted if this rule is violated.

15. **LANE VIOLATIONS:** Not applicable for Division K.

16. **BACK COURT:** Before a back court violation is called, both feet and the ball must have crossed the mid-court line. If there is no half court line, the referee will judge whether a violation has occurred.

17. **TEN SECOND RULE:** A team has ten (10) seconds to bring the ball from backcourt into their forecourt or lose possession. This does not include the five (5) seconds to inbound the ball (see number 10 for "In Bounding the Ball"). If there is no half court line, the referee will judge whether a violation has occurred.

18. **DEFENSE:** Man to man defense is required during play. The defending player must give the offensive player a three (3) foot space from the mid-court line/boundary to allow the player to bring the ball past mid-court. Defensive teams may switch player assignments during play; however, a man on man defense must be maintained. Defense in the back court is prohibited. Excessive violations will result in technical fouls. Whether inappropriate use of a "zoning" defense is being administered by a team will be judged by the referee.

19. **STEALS:** A defensive player may not take the ball from the offensive player's hands. The defender can intercept a pass or recover a loose ball.

20. After a basket is made, only the team, now on offensive, is permitted to touch the ball. There is no need for the referee to handle the ball in this circumstance. If the team scoring handles the ball with the intention of showboating, kicking the ball or otherwise disrupting the game, a delay of game will be called.

1<sup>st</sup> violation = Warning

2<sup>nd</sup> violation = Technical foul

## DIVISION I GAME RULES

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|--------------------------|---|
| 1. <b>Goal Height</b>    | 8.5 feet high (Attachment)                              |
| <b>Ball Size</b>         | Youth Size  |
| <b>Referees Required</b> | Two (2) referees required who are 15 years old or older |
| <b>(4) Quarters</b>      | 8 minute running quarters                               |

Play is instructional. The referees will explain the skill in question to the child. The ball will be given back to the player if it was in his/her possession when play was stopped. If a player erroneously scores in the opposing team's basket, the point will be given to the opposing team.

2. **One** coach for each team may be on court to assist their teams while the game is in progress.
3. **TIME OUTS:** Each team is allowed two (2) one minute time outs during each half of the game. A team member or the coach may call a time out. Time outs can be called by the team in control of the ball or by either team if the ball has been ruled dead by the referee.
4. **FOUL OUTS:** On the Fifth (5<sup>th</sup>) personal foul, the player must be removed from the game for a period of one (1) minute. At the conclusion of this penalty, the player may re-enter the game at the next stoppage of play. He must replace the player who replaced him. Upon the 6<sup>th</sup> foul, the player will not be permitted to play for the remainder of the game.
5. **JUMP BALLS:** Jump balls will occur to start the game only. All other jump ball situations will be altered between teams. Alternate possessions.
6. **OVERTIME RULE:** In the case of a tie at the end of regulation playing time, one (1) three minute overtime period **MUST** be played. If the game is still tied after the overtime play period, then the game will be declared a tie.
7. **FREE THROWS:**
  - One (1) shot for two (2) points if the player is in the act of shooting
  - One (1) shot if a basket was made
  - One (1) shot for two (2) points on the 7<sup>th</sup> and on team foul per half (UIL Rule)
  - One (1) shot for a technical foul (See number 8)
8. **TECHNICAL FOUL:** The offended team is awarded one (1) free throw plus control of the ball, regardless of whether or not the free throw is good.
9. **FAST BREAK:** No fast breaks are permitted for Division I. The referee will ensure that the opposing team's defense is setup before play resumes.
10. **IN BOUNDING THE BALL:** A player has five (5) seconds, from the time the ball is received from the referee, to inbound the ball to a player on the court so that it at least touches or is touched by another player. Once the player receives the ball from the referee, he/she cannot move (take any steps) from their position. The opposing team's defender must allow at least three (3) feet of clearance from the boundary of the court for an inbound pass.
11. **DEFENSIVE RULE:** No player will reach over the line while a player is attempting to inbound the ball.
  - 1<sup>st</sup> offense = Warning
  - 2<sup>nd</sup> offense = A Technical Foul
12. **DEFENSIVE STEALS:** Steals are only permitted on a loose ball or a pass. No player will be allowed to steal the ball directly from the offensive player.
13. **OFFENSE RULE:** Offensive plays that focus on one or two players are not permitted. All players **MUST** be given the opportunity to contribute to the team's play.

The offensive team must make a least one (1) forward pass to another player after bringing the ball across half court. **A handoff or lateral pass does not count as a forward pass.** There will be a warning given for the first violation; however, subsequent violations will result in the loss of possession. Both feet and the ball must cross mid-court before passing the ball. Scoring is not permitted if this rule is violated.

14. **LANE VIOLATIONS:** Not applicable for Division I.
15. **BACK COURT:** Before a back court violation is called, both feet and the ball must have crossed the mid-court line. If there is no half court line, the referee will judge whether a violation has occurred.
16. **TEN SECOND RULE:** A team has ten (10) seconds to bring the ball from backcourt into their forecourt or lose possession. This does not include the five (5) seconds to inbound the ball (see number 10 for “In Bounding the Ball”). If there is no half court line, the referee will judge whether a violation has occurred.
17. **DEFENSE:** Man to man defense is required during play. The defending player must give the offensive player a three (3) foot space from the mid-court line/boundary to allow the player to bring the ball past mid-court. Defensive teams may switch player assignments during play; however, a man on man defense must be maintained. Trapping is not allowed and will result in technical fouls. Defense in the back court is prohibited. Excessive violations will result in technical fouls. Whether inappropriate use of a “zoning” defense is being administered by a team will be judged by the referee.
18. After a basket is made, only the team, now on offensive, is permitted to touch the ball. There is no need for the referee to handle the ball in this circumstance. If the team scoring team handles the ball with the intention showboating, kicking the ball or otherwise disrupting the game, a delay of game will be called.  
1<sup>st</sup> violation = Warning                      2<sup>nd</sup> violation = Technical foul

## **DIVISION II GAME RULES (Boys)**

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|--------------------------|--|
| 1. <b>Goal Height</b>    | 10 feet high (Full Court)  |
| <b>Ball Size</b>         | 28.5 Women's Official Size   |
| <b>Referees Required</b> | Two (2) referees required who are 16 years old or older  |
| <b>(4) Quarters</b>      | 8 minute continuous. Clock stops last 2 minutes of 2 <sup>nd</sup> and 4 <sup>th</sup> quarter |
| <b>Free Throw Line</b>   | 13 Feet  |

The referees will call and explain fouls as they occur.

2. **COACHES AND PARENTS:** Only two (2) coaches will be permitted on the side lines and only one (1) coach is permitted to stand. No coach will be allowed to coach their team while standing in front of the scoring table. No parents allowed behind bench unless their child is injured or permission given by MBA Board Member.
3. **TIME OUTS:** Each team is allowed two (2) one minute time outs during each half of the game. A team member or the coach may call a time out. Time outs can be called by the team in control of the ball or by either team if the ball has been ruled dead by the referee.
4. **FOUL OUTS:** On the Fifth (5<sup>th</sup>) personal foul, the player must be removed from the game for a period of one (1) minute. At the conclusion of this penalty, the player may re-enter the game at the next stoppage of play. He must replace the player who replaced him. Upon the 6<sup>th</sup> foul, the player will not be permitted to play for the remainder of the game.
5. **JUMP BALLS:** Jump balls will occur to start the game only. All other jump ball situations will be altered between teams. Alternate possessions.
6. **OVERTIME RULE:** In the case of a tie at the end of regulation playing time, one (1) three minute overtime period **MUST** be played. If the game is still tied after the overtime play period, then the game will be declared a tie.
7. **FREE THROWS:**
  - Free throw line at 13 feet
  - Lane violations apply
  - One (1) shot if a 2 point or 3-point basket was made
  - One (1) shot for two (2) points if the player is in the act of shooting a 2 point shot.
  - Two (2) shots if the player is in the act of shooting a 3-point shot. The first shot will count for 2 points, the second shot for 1 point.
  - One (1) shot for two (2) points on the 7<sup>th</sup> and on team foul per half (UIL Rule)
  - One (1) shot for a technical foul (See number 8)
8. **TECHNICAL FOUL:** The offended team is awarded one (1) free throw plus control of the ball, regardless of whether or not the free throw is good.
9. **FAST BREAK:** Allowed on steals, rebounds, intercepted passes and jump balls. **(See Rule 13 below)**
10. **3-POINT SHOT ALLOWED BEYOND THE ARC**
11. **IN BOUNDING THE BALL:** A player has five (5) seconds, from the time the ball is received from the referee, to inbound the ball to a player on the court so that it at least touches or is touched by another player. Once the player receives the ball from the referee, he/she cannot move (take any steps) from their position. The opposing team's defender must allow at least three (3) feet of clearance from the boundary of the court for an inbound pass.
12. **DEFENSIVE RULE:** No player will reach over the line while a player is attempting to inbound the ball.
  - 1<sup>st</sup> offense = Warning
  - 2<sup>nd</sup> offense = A Technical Foul

13. **OFFENSIVE RULE:** The offensive team must make an attempt to run an offense that includes all players on the court. Offensive plays that focus on one or two players are not permitted. All players **MUST** be given the opportunity to contribute to the team's play.

**If a Team is ahead by 10 points:**

1. **Fast breaks are not permitted. Any basket made on a fast break with a 10 point lead will not count and loss of possession will occur. (See rule 9 above)**
2. **One pass rule is required after crossing mid court. Any basket made without a single pass will not count and a loss of possession will occur.**

14. **LANE VIOLATIONS:** 5 second rule applies.

15. **BACK COURT:** Before a back court violation is called, both feet and the ball must have crossed the mid-court line. If there is no half court line, the referee will judge whether a violation has occurred.

16. **TEN SECOND RULE:** A team has ten (10) seconds to bring the ball from backcourt into their forecourt or lose possession. This does not include the five (5) seconds to inbound the ball (see number 10 for "In Bounding the Ball"). If there is no half court line, the referee will judge whether a violation has occurred.

17. **REBOUND:** After a rebound, the defense can press man on man at 3/4 court. No Trapping. The Referee will judge whether Trapping has occurred. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul.

Teams will be allowed to press at 3/4 court, and only until leading by ten points. After a ten (10) point lead is achieved, they must play regular man to man. MBA Board will identify the half court line if one does not exist.

18. **DEFENSE:** Man to man defense is required during play. No zone defense. The Referee will judge whether a zone defense violation has occurred. No trapping of any kind is allowed. The exception to this rule is in the lane. Double team and/or trapping is allowed in the lane. There will be a warning given for the first violation; however, subsequent violations will result in a loss of possession. Excessive violations will result in technical fouls.

19. After a 10 point lead, the defending player on the team with a 10 point lead must give the offensive player a three (3) foot space from the mid-court line/boundary to allow the player to bring the ball past mid-court. Defensive teams may switch player assignments during play; however, a man on man defense must be maintained. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul.

20. **3/4 COURT DEFENSE PRESS.** Teams will be allowed to press 3/4 court, and only until leading by ten points. After a 10 point lead is achieved, the pressing team must fall back to half court man to man defense. No Trapping for the team with a 10 point lead. The Referee will judge whether Trapping has occurred. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul.

21. **SUBSTITUTION:** No substitutions are permitted during the quarter. Substitutions are only allowed between quarters or when a player is injured.

22. After a basket is made, only the team, now on offensive, is permitted to touch the ball. There is no need for the referee to handle the ball in this circumstance. If the team scoring team handles the ball with the intention showboating, kicking the ball or otherwise disrupting the game, a delay of game will be called.

1<sup>st</sup> violation = Warning

2<sup>nd</sup> violation = Technical foul

## **DIVISION II GAME RULES (Girls)**

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|--------------------------|--|
| 1. <b>Goal Height</b>    | 10 feet high (Full Court)  |
| <b>Ball Size</b>         | 28.5 Women's Official Size   |
| <b>Referees Required</b> | Two (2) referees required who are 16 years old or older  |
| <b>(4) Quarters</b>      | 8 minute continuous. Clock stops last 2 minutes of 2 <sup>nd</sup> and 4 <sup>th</sup> quarter |
| <b>Free Throw Line</b>   | 13 Feet  |

The referees will call and explain fouls as they occur.

2. **COACHES AND PARENTS:** Only two (2) coaches will be permitted on the side lines and only one (1) coach is permitted to stand. No coach will be allowed to coach their team while standing in front of the scoring table. No parents allowed behind bench unless their child is injured or permission given by MBA Board Member.
3. **TIME OUTS:** Each team is allowed two (2) one minute time outs during each half of the game. A team member or the coach may call a time out. Time outs can be called by the team in control of the ball or by either team if the ball has been ruled dead by the referee.
4. **FOUL OUTS:** On the Fifth (5<sup>th</sup>) personal foul, the player must be removed from the game for a period of one (1) minute. At the conclusion of this penalty, the player may re-enter the game at the next stoppage of play. He must replace the player who replaced him. Upon the 6<sup>th</sup> foul, the player will not be permitted to play for the remainder of the game.
5. **JUMP BALLS:** Jump balls will occur to start the game only. All other jump ball situations will be altered between teams. Alternate possessions.
6. **OVERTIME RULE:** In the case of a tie at the end of regulation playing time, one (1) three minute overtime period **MUST** be played. If the game is still tied after the overtime play period, then the game will be declared a tie.
7. **FREE THROWS:**
  - Free throw line at 13 feet
  - Lane violations apply
  - One (1) shot if a 2 point or 3-point basket was made
  - One (1) shot for two (2) points if the player is in the act of shooting a 2 point shot.
  - Two (2) shots if the player is in the act of shooting a 3 point shot. The first shot will count for 2 points, the second shot for 1 point.
  - One (1) shot for two (2) points on the 7<sup>th</sup> and on team foul per half (UIL Rule)
  - One (1) shot for a technical foul (See number 8)
8. **TECHNICAL FOUL:** The offended team is awarded one (1) free throw plus control of the ball, regardless of whether or not the free throw is good.
9. **FAST BREAK:** Allowed only on steals, rebounds, intercepted passes and jump balls. **(See Rule 13 below)**
10. **3-POINT SHOT ALLOWED BEYOND THE ARC**
11. **IN BOUNDING THE BALL:** A player has five (5) seconds, from the time the ball is received from the referee, to inbound the ball to a player on the court so that it at least touches or is touched by another player. Once the player receives the ball from the referee, he/she cannot move (take any steps) from their position. The opposing team's defender must allow at least three (3) feet of clearance from the boundary of the court for an inbound pass.
12. **DEFENSIVE RULE:** No player will reach over the line while a player is attempting to inbound the ball.
  - 1<sup>st</sup> offense = Warning
  - 2<sup>nd</sup> offense = A Technical Foul



13. **OFFENSE RULE:** The offensive team must make an attempt to run an offense that includes all players on the court. Offensive plays that focus on one or two players are not permitted. All players **MUST** be given the opportunity to contribute to the team's play.

**Fast breaks are permitted unless a 10 point lead has been established. Any basket made on a fast break with a 10 point lead will not count and loss of possession will occur (See rule 9 above)**

14. **LANE VIOLATIONS:** 5 second rule applies.
15. **BACK COURT:** Before a back court violation is called, both feet and the ball must have crossed the mid-court line. If there is no half court line, the referee will judge whether a violation has occurred.
16. **TEN SECOND RULE:** A team has ten (10) seconds to bring the ball from backcourt into their forecourt or lose possession. This does not include the five (5) seconds to inbound the ball (see number 10 for "In Bounding the Ball"). If there is no half court line, the referee will judge whether a violation has occurred.
17. **REBOUND:** After a rebound, the defense can press man on man at 3/4 court. No Trapping. The Referee will judge whether Trapping has occurred. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul. Teams will be allowed to press at 3/4 court, and only until leading by ten points. After a ten (10) point lead is achieved, they must play regular man to man. MBA Board will identify the half court line if one does not exist.
18. **DEFENSE:** Man to man defense is required during play. No zone defense. The Referee will judge whether a zone defense violation has occurred. No trapping of any kind is allowed. The exception to this rule is in the lane. Double team and/or trapping is allowed in the lane. There will be a warning given for the first violation; however, subsequent violations will result in a loss of possession. Excessive violations will result in technical fouls.

After a 10 point lead, the defending player on the team with a 10 point lead must give the offensive player a three (3) foot space from the mid-court line/boundary to allow the player to bring the ball past mid-court. Defensive teams may switch player assignments during play; however, a man on man defense must be maintained. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul.

19. **3/4 COURT DEFENSE PRESS.** Teams will be allowed to press 3/4 court, and only until leading by ten points. After a 10 point lead is achieved, the pressing team must fall back to half court man to man defense. No Trapping for a team with a 10 point lead. The Referee will judge whether Trapping has occurred. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul.
20. **SUBSTITUTION:** No substitutions are permitted during the quarter. Substitutions are only allowed between quarters or when a player is injured.
21. After a basket is made, only the team, now on offensive, is permitted to touch the ball. There is no need for the referee to handle the ball in this circumstance. If the team scoring team handles the ball with the intention showboating, kicking the ball or otherwise disrupting the game, a delay of game will be called.
- 1<sup>st</sup> violation = Warning                      2<sup>nd</sup> violation = Technical foul

## DIVISION III GAME RULES

1. **Goal Height** 10 feet high (Full Court)  
**Ball Size** Boys – 28.5 Women’s Official Size  
Girls - 28.5 Women’s Official Size  
**Referees Required** Three (3) referees required who are 16 years old or older. One (1) Adult approved by MBA Board  
**(4) Quarters** 10 minute continuous. Clock stops last 2 minutes of 2<sup>nd</sup> and 4<sup>th</sup> quarter
2. **COACHES AND PARENTS:** Only two (2) coaches will be permitted on the sidelines and only one (1) coach is permitted to stand. No coach will be allowed to coach their team while standing in front of the scoring table. No parents allowed behind the bench unless their child is injured.
3. **TIME OUTS:** Each team is allowed two (2) one minute time outs during each half of the game. A team member or the coach may call a time out. Time outs can be called by the team in control of the ball or by either team if the ball has been ruled dead by the referee.
4. **FOUL OUTS:** On the Fifth (5<sup>th</sup>) personal foul, the player must be removed from the game for a period of one (1) minute. At the conclusion of this penalty, the player may re-enter the game at the next stoppage of play. He must replace the player who replaced him. Upon the 6<sup>th</sup> foul, the player will not be permitted to play for the remainder of the game.
5. **JUMP BALLS:** Jump balls will occur to start the game only. All other jump ball situations will be altered between teams. Alternate possessions.
6. **OVERTIME RULE:** In the case of a tie at the end of regulation playing time, one (1) three minute overtime period **MUST** be played. If the game is still tied after the overtime play period, then the game will be declared a tie.
7. **FREE THROWS:** Lane violations apply  
One (1) shot if a 2 point or 3-point basket was made  
One (1) shot for two (2) points if the player is in the act of shooting a 2 point shot.  
Two (2) shots if the player is in the act of shooting a 3 point shot. The first shot will count for 2 points, the second shot for 1 point.  
One (1) shot for two (2) points on the 7<sup>th</sup> and on team foul per half (UIL Rule)  
One (1) shot for a technical foul (See number 8)
8. **TECHNICAL FOUL:** The offended team is awarded one (1) free throw plus control of the ball, regardless of whether or not the free throw is good.
9. **FAST BREAK:** Allowed for all Division III play.
10. **IN BOUNDING THE BALL:** A player has five (5) seconds, from the time the ball is received from the referee, to inbound the ball to a player on the court so that it at least touches or is touched by another player. Once the player receives the ball from the referee, he/she cannot move (take any steps) from their position. The opposing team’s defender must allow at least three (3) feet of clearance from the boundary of the court for an inbound pass.
11. **DEFENSIVE RULE:** No player will reach over the line while a player is attempting to inbound the ball.  
1<sup>st</sup> offense = Warning                      2<sup>nd</sup> offense = A Technical Foul
12. **OFFENSE RULE:** Offensive plays that focus on one or two players are not permitted. All players **MUST** be given the opportunity to contribute to the team’s play.
13. **LANE VIOLATIONS:** An offensive player can only be in the free throw lane for three (3) seconds.

14. **BACK COURT:** Before a back court violation is called, both feet and the ball must have crossed the mid-court line. If there is no half court line, the referee will judge whether a violation has occurred.
15. **TEN SECOND RULE:** A team has ten (10) seconds to bring the ball from backcourt into their forecourt or lose possession. This does not include the five (5) seconds to inbound the ball (see number 10 for “In Bounding the Ball”). If there is no half court line, the referee will judge whether a violation has occurred.
16. After a basket is made, only the team, now on offensive, is permitted to touch the ball. There is no need for the referee to handle the ball in this circumstance. If the team scoring team handles the ball with the intention showboating, kicking the ball or otherwise disrupting the game, a delay of game will be called. 1<sup>st</sup> violation = Warning 2<sup>nd</sup> violation = Technical foul
17. **FULL COURT PRESS:** Full court press is allowed until a 10 point lead is achieved. After a ten (10) point lead is achieved, they fall back to half court man to man or zone defense.  
  
After a 10 point lead, the defending player on the team with a 10 point lead must give the offensive player a three (3) foot space from the mid-court line/boundary to allow the player to bring the ball past mid-court. There will be a warning given for the first violation; however, subsequent violations will result in a technical foul.
18. **SUBSTITUTIONS:** No substitutions are permitted during the quarter. Substitutions are only allowed between quarters or when a player is injured.
19. **Other than the above, regular UIL rules apply.**