



2024-25 Gold Crown HS Prep Development League - Game Rules

Game Time: Each game consists of two 15-minute, running-clock halves. However, if in the last one minute of the second half, if the score differential is 10 points or less, the clock will stop on all dead balls.

Fouls/Bonus: Teams will reach the bonus when their opponent commits five fouls in each half. Teams will shoot two free throws for common fouls when in the bonus. Team fouls will reset for the second half.

Time-Outs: Each team will have two full time-outs. Unused time-outs do not carry over into overtime or sudden death. Both time-outs are full time-outs; there will be no 30-second time outs.

Halftime: Halftime will consist of three minutes.

Overtime: When a game ends with a tie score, teams will play one two-minute overtime period, with the clock stopping on all dead balls. Each team will have one time-out in the overtime period. If the score is tied at the end of overtime, the game will go to sudden death with the following guidelines: after a jump ball at center court, the first team to score any combination of two points will be the winner. There will be no time-outs in the sudden death overtime period.

Scorekeeping: Each team must provide one person to keep the clock or scorebook for their game. A minimum of two people are required for each game.

Defense: Teams are required to play man-to-man defense as their primary defense. However, teams are allowed to use zone defenses, trapping defenses, etc. as their secondary defenses.

Pressing Defense: Pressing is allowed throughout the competition. However, the leading team may not press in the backcourt when leading by 15 points or more.

Equal Playing Time: Equal playing time is required of every team.

Note: If a player receives a technical foul during a game, the player will not be allowed to play for a minimum of ten game minutes. If there is less than ten minutes left in the game when the technical foul is called, the player will not be allowed to play for the remainder of the game and for a designated time at the beginning of the next game. If a player receives two technical fouls during the season, the player will be disqualified from the league and no refund will be given.

Unsportsmanlike Behavior/Zero Tolerance Policy

Gold Crown has implemented a **ZERO TOLERANCE POLICY** regarding unsportsmanlike behavior during Gold Crown games. Any spectator, coach, or player who is ejected from a game is automatically disqualified from attending any games for the remainder of the season (including postseason). Once the person has been ejected from a game, he/she must leave the facility immediately. If the person does not leave the facility in a timely manner, the local authorities will be contacted. **Note:** If the person who was ejected attempts to attend any subsequent games during the season, the team that he/she is associated with will automatically forfeit their remaining game(s) and no refund will be given.