

# ETL Playing Rules

## 2025-2026 Season

The Host Program is responsible for making a copy of these rules available to the referees prior to each game. The rules should be kept at the scorer's table during each game.

Coaches have no authority to change or modify the rules published herein. Coaches found playing by modified rules are subject to disciplinary action by the ETL Board.

All grades will play by Washington State high school basketball rules with the following exceptions:

- 4<sup>th</sup> & 5<sup>th</sup> grade games are 7-minute stop clock quarters.
- 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> grade games are 8-minute stop clock quarters.
- Half time for all grades is 5 minutes.
- Three :60 and two :30 timeouts are granted per game.
- Overtimes are 4 minutes with one additional full timeout per overtime.
- No shot clock.
- 4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> grade boys' games shall use basketball size intermediate (28.5" in circumference).

### 4<sup>th</sup> & 5<sup>th</sup> Grade Supplemental Rules

- No backcourt press (4<sup>th</sup> Grade Girls Only).
- No zone defenses.
- Double teams are allowed only inside the 3-point arc.

### TECHNICAL FOULS

Washington State high school rules apply to technical fouls. If a technical foul is called, the opposing team is awarded two free throw attempts and possession of the ball.

### DEFINITIONS

#### No Zone Defense Rule (4<sup>th</sup> & 5<sup>th</sup> grade only)

Teams at the 4<sup>th</sup> and 5<sup>th</sup> grade level may not play a zone defense at any time.

This rule is intended to eliminate isolation plays by the offensive team and instill team play, while teaching team defensive concepts at the 4<sup>th</sup> and 5<sup>th</sup> grade levels.

A zone infraction can only be called if a defensive player is guarding an area – not if the defensive player is attempting to guard his player or trap the ball within the 3-point arc. In the backcourt players must guard a player and adhere to the six-foot rule.

There are no traps or double teams outside of the offense's 3-point arc. Once the ball is advanced inside the 3-point arc, any defensive player may double-team the ball.

If a coach feels the other team is playing zone defense, this should be brought up to the officials. Officials have discretion to assess a technical foul against the coach of the offending team after issuing a warning. Multiple infractions of this rule can result in penalties being assessed by the ETL board.

#### Mercy Rule (all grades)

Backcourt press is not allowed by the leading team after a 20-point difference in the score has been reached and the leading team must retreat to inside the half-court line while defending.

If the lead shrinks to 15 points or less, the leading team may again backcourt press but only until the 20-point difference is reached.

Should this rule be violated, the leading team will be issued a warning for the 1st infraction. A technical foul shall be issued after the 2nd warning is issued.

If a team is leading by 30 points, the game clock will continue to run unless a timeout or free throw attempts are being made. If the lead is reduced to 20 points or less, normal stop clock rules apply.

Any team winning by more than 50 points will be reviewed by the Rules Committee to determine if further action or guidance from the ETL is warranted.

### **Sportsmanship Rule**

Sportsmanship in the games is necessary to reduce demeaning behavior by coaches, players, and/or fans to the referees and to each other.

Each facility host must provide a gym supervisor.

- This person will be present at all games.
- Must identify themselves to the officials and coaches.
- Help maintain acceptable conduct by all present.
- Will remove or calm unruly fans for either team.
- Will provide a copy of the league rules to the officials and review any pertinent rules for that level of play.

PNBOA will make available a copy of the ETL rules to each official. The officials will enforce all rules as outlined for the league.

Unruly fan behavior will result in a technical foul being assessed to the head coach and the unruly fan will be removed from the facility. If the fan will not leave the facility the game will be immediately forfeited.

The second technical foul in the same game due to fan behavior will result in a forfeit by that team.

The second forfeit due to fan behavior will result in the removal of that team from further league play and tournament play.

Ejected Player, Coach and/or Fan: Any player, coach, and/or fan who is ejected from a game will be suspended from that team's next game, whether scheduled later that same day or a date in the future. Verbal abuse of an official will result in immediate ejection from the premises. If an official is physically confronted, that person shall be expelled from the league for the remainder of the season and may be subject to criminal charges.

### **Program/Game Participation**

1. Individual players can only play for one ETL program during a season.
2. Individual players can play for more than one team within a single program.
3. Individual players can play the grade above, but they may not play the grade below.
4. For ETL end of season tournament games, individual players must declare one team to play for, and may not play for more than one team.