



GAME SCHEDULE

3rd and 4th Grade

Saturday, January 21, 2023: Games Begin		Location: Broadway Elementary	
1:45-2:45 pm		B1 vs B2 Games Begin	
2:45-3:50 pm		B3: Practice	
3:20-4:25 pm		G3 & G1: Vandalia Rec – Gym B Games Begin	
Saturday, January 28, 2023:		Location: Broadway Elementary	
2:15-3:20 pm		G1 vs G2: Vandalia Rec - Gym B	
1:45-2:45 pm		B3 vs B1	
2:45-3:45 pm		B2: Practice	
Saturday, February 4, 2023		Location: Broadway Elementary	
2:00-3:05 pm		G3 vs G1	
3:05-4:10 pm		G1 vs G2	
4:10-5:15 pm		B3 vs B2	
5:15-6:20 pm		B1: Practice	
Saturday, February 11, 2023		Location: Broadway Elementary	
4:25-5:30 pm		G3 vs G1: Vandalia Rec: Gym B	
1:45-2:50 pm		B2 vs B1	
2:50-3:55 pm		B3 vs B2	
Saturday, February 18, 2023		Location: Broadway Elementary	
2:00-3:05 pm		G1 vs G2	
3:05-4:10 pm		G3 vs G1	
4:10-5:15 pm		B1 vs B3	
5:15-6:20 pm		B2: Practice	
Saturday, February 25, 2023		Location: Broadway Elementary	
1:30-2:35 pm		G1 vs G2: Vandalia Rec: Gym A	
1:30-2:30 pm		B2 vs B3	
2:30-3:30 pm		B1 vs B3	
Saturday, March 4, 2023		Location: Broadway Elementary	
1:30-2:30 pm		B2 vs B1	
2:30-3:30 pm		B2 vs B3	
Saturday, March 11, 2023		Location: Broadway Elementary	
1:30-2:30 pm		B2 vs B1	
2:30-3:30 pm		B1 vs B3	

Team #	Coach	Phone #	Team #	Coach	Phone#
B-1: Red	Denise Campbell	937-684-1737	G1: Red	Chad Cox	937-477-6999
B2: Black	Todd Bowerman	937-369-3696	G2:	Matlock	Vandalia
B3: Kelly Green	Nate Leonard	937-475-6443	G3	Bradford	Vandalia

Picture Day: Saturday, January 21, 2023: Broadway School

The Basketball Program will be canceled when Tipp City Schools closed down evening sports or the roads are too dangerous to travel. WDTN Channel 2 or WHIO Channel 7 for closing information.

If you have any questions, please feel free to contact our office 667-8631 or email Kathy Taylor - ktaylor@tmcomservices.org



PRACTICE SCHEDULE

3rd and 4th Grade

WEEKLY PRACTICE SCHEDULE (BEGINS WEEK OF JAN 3)

Monday 6-7PM	Tuesday 6-7PM	Wednesday 7-8 PM
Team B3	Team B4	Team Girls, Team B1

WEEKEND PRACTICE SCHEDULE

(Once games start, there will be no practice on the weekend. Weekday practice depends on the coach.)

Saturday, January 7, 2023: Practice Only	Location: Broadway Elementary
3:20-4:20 pm	G1 vs G2: Vandalia Rec: Gym B- Scrimmage
1:30-2:30 pm	B1 vs B2
2:30-3:30 pm	B3
Saturday, January 14, 2023: Practice Only	Location: Broadway Elementary
2:00-3:05pm	G3 vs G1: Scrimmage
3:05-4:05 pm	G1 vs G2: Scrimmage
4:05-5:05 pm	B3 vs B2
5:05-6:05 pm	B1

ROSTER - GIRLS

Team #	Last Name	First Name
1	Barthel	Taliyah
1	Beach	Hailey
1	Bryson	Avalynn
1	Cphoon	Kinsley
1	Cox	Sadie
1	Foster	Isabella
1	Garrett	Katherine
1	Merry	Belle
1	Verhoff	Sarah
1	Wiggershaus	Layla
1	Zeek	Gracelyn

ROSTER - BOYS

Team #	Last Name	First Name
3	O'Meara	Dillon
3	Tron	Lucas

ROSTER - BOYS

Team #	Last Name	First Name
1	Campbell	Cole
1	Ernst	Eli
1	Jones	Kyrie
1	Patry	Ethan
1	Robb	Aiden
1	Tavener	Teddy
1	Trouteaud	Everett
2	Bowerman	Travis
2	Hickerson	Nathan
2	Jennings	Easton
2	Klosterman	Collin
2	Lange	Lucas
2	Martin	Joel
2	Mabelitini	Myles
3	Bashore	Michael
3	Cost	Mason
3	Downing	Silas
3	Leonard	Urban
3	Lieber	Michael



Broadway Elementary: 223 West Broadway, Tipp City | **Vandalia Rec:** 1111 Stonequarry Road, Vandalia
Weather Hotline: 937-552-2200 **Weather:** The Basketball Program will be canceled when Tipp City Schools close down evening sports or the roads are too dangerous to travel. WDTN Channel 2 or WHIO Channel 7 for closing information.



TMCS REC BASKETBALL RULES FOR 3-6 GRADE BOYS

The mission of Tipp Monroe Community Services is to provide youth: The opportunity to play basketball in an organized environment, opportunities for all skill levels and instruction and skill development.

ELIGIBILITY

- Boys in grades 3rd, 4th, 5th, and 6th.

TEAMS

- Teams will be structured as follows: 3rd & 4th, 5th & 6th boys' team rosters will consist of no more than ten players and no less than seven players. Any roster additions or alterations will be at the sole discretion of the Executive Director of TMCS. Every effort shall be made to develop teams of equal abilities. Individual team requests may not be honored.

TEAM RESPONSIBILITIES

- Home team is listed second on the game schedule. Home team will keep the scorebook and visitors will keep the scoreboard.
- Coaches and players will stay in the "coach's box" which is half of the court when both coaches are on the same side of the court or between the free throw lines when coaches are on opposite sides. Coaches are to stay off the court, unless for injury.
- Both coaches should meet with the referee prior to the start of the game to review the rules of the grade level playing. The TMCS rules are to be followed by all teams. If the referee is not there within 10 minutes of the game, call 937-470-3837.
- **Teams scheduled for the last game will be responsible for clean-up.** Place everything into the TMCS equipment room. Remember to put away the scoreboard, extension cord, table, chairs, scorebook, and all of the basketballs. (Remember to check behind the stage curtain). If you are the last game for the 3rd & 4th grade league, you need to put the basketball hoops back in the proper position (10 ft.).
- Only teams assigned to the gym are permitted to practice shooting. Friends or siblings of team members are not permitted to attend practice unless accompanied by a parent or an adult. **NO DUNKING OF THE BALL OR HANGING FROM THE RIM.** Any player or individual that dunks the ball or hangs from the rim will be removed from the league.
- Coaches and assistants are the only people permitted in the equipment room.

- Teams must have at least five players to start the game. Teams that do not have five players, may use players from another team, as long as that individual is in the same age group. If a fifth player from your team comes, the sub must sit.
- If you start with five you may continue to play if a player fouls out.

VIOLATIONS IN THE KEY

- League players will be called for lane violations if they are in the key for five seconds.

PRACTICES/GAMES

- We are asking that all 3rd-6th grade parents accompany their children into the building. Please verify that the coach is present before leaving your child.
- All coaches should be prepared to use practice time for teaching fundamentals and scrimmages. A written and timed practice schedule will promote efficiency of time and enhancement of play.
- It is very important that COACHES STAY until all participants have been picked up. **DON'T EVER LEAVE A CHILD BY HIMSELF/HERSELF.** If this becomes a problem, please contact the Community Services office 667-8631.
- During practices and games, all persons are to remain in the gymnasium. Anyone found outside the gym will be asked to return and remain in the gym until the end of the practice or game.
- PARENTS: Your CHILD must remain with you during games, not in the hallway or around the basketball court.
- **DURING PRACTICE AND GAMES SIBLINGS ARE NOT TO BE ON THE COURT BETWEEN PERIODS OR DURING HALF TIME OR AT THE END OF THE GAME.**

ATTIRE

- Gym shoes are required to be completely laced at all times.
- League provided t-shirt must be worn. Any player who forgets to wear his/her t-shirt will not be able to play. Extra t-shirts are available in the TMCS Broadway equipment closet. The TMCS shirts must not be altered.
- T-shirts must be tucked into the player's shorts at all times.
- Players may NOT wear anything that is dangerous to another player or to themselves. (Rings, watches, earrings, necklaces, bracelets, etc.) This applies to all games and practices.
- Each coach will be provided with basketballs for practice and game use. These basketballs are in the TMCS equipment closet, located in the lobby of the gymnasium.

GAME STRUCTURE

- 3rd & 4th grade games: four eight-minute periods with the clock stopping only on time outs and substitutions. With one minute between each period, three minutes between second and third period.
- 5th & 6th grade games: four ten-minute periods with the clock stopping only on time outs and substitutions. With one minute between each period, three minutes between second and third period. Clock runs except for injury, time out, out of bounds and fouls during last two minutes of the game. Clock will restart at referee's signal or when ball is back in play.

- 5th & 6th grade ONLY (when back court pressing is not being played), during the last 20 seconds of the game the clock will not start until the ball crosses the half court line. This prohibits teams from running out the clock in the backcourt (No Guard) area.
- Two one-minute time outs per half.
- A center jump ball will be used to start the game and any overtime period. In other jump ball situations, the ball will be awarded out of bounds on an alternating basis. This will be kept with bonus lights on the scoreboard.
- Overtime periods will be 2 minutes (with an additional time out) with the clock stopped only for free throws/injuries.
- There will be a maximum of 2 overtime periods. If at the end of the second overtime the score is still tied, the teams will end the game in a tie.
- All players must play two periods with no player playing four unless all have played three. The basic goal is to have equal playing time for all players. In all grades, referee will stop play for substitutions in quarters 1-4 as close to the 4 minute (3rd & 4th grade) and 5 minutes (5th & 6th grade) mark as is practical. Remember 3rd & 4th grade players must play a minimum of 16 minutes and 5th & 6th graders must play at least 20 minutes.
- Man to man defense: defense must stay within 3-5 feet of the person they are guarding. *Zone Defense (5th-6th grade ONLY) will be PERMITTED to run zone defense only in the final 2 minutes of the 2nd & 4th periods. If a Zone defense is run any earlier than the final 2 minutes of the 2nd and 4th period, play will be stopped and coaches will be told to put their respective teams back into a man to man defense. Zone defense will not be allowed during the overtime period, ONLY man to man defense.
- Back-court pressing or defense is not allowed except at the 5th-6th grade level and then only the last 5 minutes of the fourth period. Otherwise, when defense obtains possession of the ball, everyone goes past the centerline and cannot approach the ball until it passes said line. NOTE: There is no back-court pressing by any team ahead in the game by more than 10 points, but the team behind by more than 10 points is allowed to back-court press.
- Double-teaming inside three-point arc only, unless offense initiates it.
- Baskets are at 9 feet for 3rd-4th grade and junior size ball is used. Baskets are at 10 feet for 5th-6th grade and intermediate size ball is used.

FOULS

- Players must raise their hand when called for a foul.
- Each player will be given five personal fouls, after the fifth foul the player will be removed from the game.
- Players will be permitted to go over the foul line when shooting foul shots provided that both feet are behind the line when starting the shot.
- If the shooter goes over the line during the shot, he/she cannot be the first person to touch the ball.
- Technical fouls may be assessed for unsportsmanlike conduct against players, coaches and referees.

DISMISSAL

- A player or coach that is ejected from more than one game will be dismissed from the league.
- A player or coach ejected specifically for any physical abuse, arguing with the referee or contact with another player, coach, referee, parent or TMCS staff may be dismissed from the league.
- Coaches or players dismissed from the league will not be able to complete the current season and no money will be refunded.
- Upon the discretion of the Executive Director, a dismissed player or coach from a previous year may or may not be permitted to participate in the league in subsequent years.

SPORTSMANSHIP

- All coaches will have their team ready to take the court 30-seconds prior to tip-off in each quarter so that the starting line-up can match up with their player designated for defensive assignment.
- All coaches must ensure that both teams shake hands after the games.
- TMCS will have a certified referee for all games.
- Coaches are expected to help maintain and promote a standard quality of respect for referees regardless of their performance.
- Coaches are responsible for their fans' behavior.
- Any player obtaining two technical fouls in one game will be ejected and miss the next scheduled game.
- A coach receiving one technical foul will be removed from the game and will miss the next scheduled game. If that coach receives another technical during the season, he/she will be removed as a TMCS coach.
- Any complaints or concerns about officiating or the program should be submitted in writing, including the location, time, date and description of the events, and sent to the TMCS office (P.O BOX 242, Tipp City, OH 45371).

THE FOLLOWING RULES WILL BE ENFORCED

Step 1: Fan, coach or player may be warned that their behavior was inappropriate.

Step 2: If behavior continues, the individual will be asked to LEAVE THE GYM.

Step 3: If the individual refuses to leave, the game will be stopped by the referee and will not resume until that individual leaves.

GENERAL RULES

- **NO food or drinks are permitted in the gymnasium.**
- The participants may bring in water, but NO sports drink of any kind. PLEASE NOTE: If it is discovered that this rule has been violated, the offender will be given a warning, a second offense will result in the player/spectator being removed from the premises.
- Do not bring personal items or balls. Practice and game balls are issued by TMCS and will be the only ball permitted in the gym.

HIGH SCHOOL RULES WILL APPLY UNLESS INDICATED ABOVE.



TMCS REC BASKETBALL RULES FOR 3-6 GRADE GIRLS

The mission of Tipp Monroe Community Services is to provide youth:
The opportunity to play basketball in an organized environment, opportunities for all skill levels and instruction and skill development.

ELIGIBILITY

- Girls in grades 3rd, 4th, 5th and 6th.

TEAMS

- Teams will be structured as follows: 3rd and 4th grade girls \ 5th and 6th grade girls.
- Team rosters will consist of no more than ten players and no less than seven players. Any roster additions or alterations will be at the sole discretion of the Executive Director.

Tipp City Teams: 3-6th grade ONLY:

- All players must play two periods with no player playing four unless all have played three. The basic goal is to have equal playing time for all players. 3rd & 4th grade players must play at least 16 minutes per game and the 5 & 6th grade players must play at least 20 minutes per game.

Every effort shall be made to develop teams of equal abilities.

- Individual team requests may not be honored. Youth wishing to join the program after it has started will be assigned to a team by Tipp Monroe Community Services. Every effort shall be made to place an individual on a team.

TEAM RESPONSIBILITIES

- Home team is listed second on the game schedule. Home team will keep the scorebook and visitors will keep the scoreboard.
- Coaches and players will stay in a "coach's box" which is half of the court when both coaches are on the same side of the court or between the free throw lines when coaches are on opposite sides. Coaches are to stay off the court, unless for injury.
- Both coaches should meet with the referee prior to the start of the game to review the rules of the grade level playing. If the referee is not there within 10 minutes of the game call 470-3839 or 667-4828.
- **Teams scheduled for the last game will be responsible for clean-up.** Place everything into the TMCS equipment room. Remember to put away the scoreboard, extension cord, table, chairs, scorebook, and all of the basketballs. (Remember to check behind the stage curtain for balls). If you are the last game for the 3rd & 4th grade league, you need to put the basketball hoops back in the proper position (10 foot).

- Only teams assigned to the gym are permitted to practice shooting. Friends or siblings of team members are not permitted to attend practices unless accompanied by a parent or adult. No dunking of the ball or hanging from the rim.
- Teams must have at least 5 players to start the game. Teams that do not have 5 players may use players from another team as long as that individual is in the same age group. If the fifth player from your team arrives, the sub must not play. Teams without 5 players must forfeit. If you start with 5, you may continue to play if a player fouls out.

PRACTICES/GAMES

- We are asking that all 3rd-6th grade parents accompany their children into the building. Please verify that the coach is present before leaving your child.
- All coaches should be prepared to use practice time for teaching fundamentals and scrimmages. A written and timed practice schedule will promote efficiency of time and enhancement of play.
- It is very important that **COACHES STAY** until all participants have been picked up. **DON'T EVER LEAVE A CHILD BY HIMSELF/HERSELF.** If this becomes a problem, please contact the Community Services office 667-8631.
- During practices and games, all persons are to remain in the gymnasium. Anyone found outside the gym will be asked to return and remain in the gym until the end of the practice or game. PARENTS: Your CHILD must remain with you, not in the hallway or around the basketball court.
- **DURING PRACTICE AND GAMES SIBLINGS ARE NOT TO BE ON THE COURT BETWEEN PERIODS, DURING HALF-TIME OR AT THE END OF THE GAME.**

ATTIRE

- Gym shoes are required to be completely laced at all times.
- League provided t-shirt must be worn. Any player who forgets to wear his/her t-shirt will not be able to play. T-shirts are not to be altered. Extra t-shirts are available in the Broadway closet. **NO EXCEPTIONS.**
- T-shirts must be tucked into the player's shorts at all times.
- Players may NOT wear anything that is dangerous to another player or to themselves. (Rings, watches, earrings, necklaces, bracelets, etc.) This applies to all games and practices.
- Each coach will be provided with official youth sized basketballs for practice and game use. These basketballs are in the TMCS equipment closet, located in the lobby of the Broadway gymnasium.

FOULS: PLAYER - COACH - PARENT

- Players must raise their hand when called for a foul.
- Each player will be given five personal fouls, after the fifth foul the player will be removed from the game.
- Players will be permitted to go over the foul line when shooting foul shots provided that both feet are behind the line when starting the shot.
- If the shooter goes over the line during the shot, he/she cannot be the first person to touch the ball.
- Technical fouls may be assessed for unsportsmanlike conduct against players, coaches and parents.

VIOLATIONS IN THE KEY

- League players will be called for lane violations if they are in the key for five seconds.

DISMISSAL

- A player, fan or coach that is ejected from more than one game will be dismissed from the league.
- A player, fan or coach ejected specifically for any physical abuse, arguing with the referee or contact with another player, coach, referee, parent or TMCS staff may be dismissed from the league.
- Coaches or player dismissed from the league will not be able to complete the current season and no money will be refunded.
- Upon the discretion of the Executive Director, a dismissed player or coach from a previous year may or may not be permitted to participate in the league in subsequent years.

SPORTSMANSHIP

- All coaches will have their team ready to take the court 30-seconds prior to tip-off in each quarter so that the starting line-up can match up with their player designated for defensive assignment.
- All coaches must ensure that both teams shake hands after the games.
- TMCS will have a certified referee for all games.
- Coaches are expected to help maintain and promote a standard quality of respect for referees regardless of their performance.
- Coaches are responsible for their fans.
- Any player obtaining two technical fouls in one game will be ejected and miss the next scheduled game. If behavior continues, the player will be dismissed from the league.
- A coach receiving one technical foul will be removed from the game and will miss the next scheduled game. If that coach receives another technical during the season he/she will be removed as a TMCS Coach.
- Any complaints or concerns about officiating or the program should be submitted in writing, including the location, time, date and description of the events, and sent to the TMCS office (PO Box 242, Tipp City, OH 45371).

THE FOLLOWING RULES WILL BE ENFORCED

Step 1: Fan, coach or player may be warned that their behavior was inappropriate.

Step 2: If behavior continues, the individual will be asked to LEAVE THE GYM.

Step 3: If the individual refuses to leave, the game will be stopped by the referee and will not resume until that individual leaves.

GENERAL RULES

- **NO food or drinks are permitted in the gymnasium.**
- The participants may bring in water, but NO sports drink of any kind.
- **PLEASE NOTE:** If it is discovered that this rule has been violated, the offender will be given a warning, a second offense will result in the player/spectator being removed from the premises.

Do not bring personal items or balls. Practice and game balls are issued by TMCS and will be the only ball permitted in the gym.

HIGH SCHOOL RULES WILL APPLY UNLESS INDICIATED BELOW

THIRD AND FOURTH GRADE DIVISION SPECIFIC RULES:

Length of Quarters: four - eight minute periods with the clock stopping only on time outs - continuous clock. Clock will stop the last two minutes of the fourth quarter for every violation. Five-minute halftime. Clock will restart at referee's signal or when ball is back in play. During the last 20 seconds of the game the clock will not start until the ball crosses the half court line. This will prohibit teams from running out the clock in the backcourt (no guard) area.

A **JUNIOR** size basketball (27") will be used. Baskets are at 9' feet for 3rd-4th grade. When playing away games, Tipp City Teams must provide their own warm up basketballs.

A center jump ball will be used to start the game and any overtime period. In other jump ball situations, the ball will be awarded out of bounds on an alternating basis. This will be kept with bonus lights on the scoreboard.

Free Throws: The bonus rule will be in effect AFTER a team has committed its sixth foul in a half. Free throw line will be 12 feet for the third/fourth grade leagues. Players will be permitted to go over the foul line when shooting foul shots provided that both feet are behind the line when starting the shot. If the shooter goes over the line during the shoe, she cannot be the first person to touch the ball.

Timeouts: Each team will be allotted two (2) one-minute time outs per half. Timeouts not used in the first half do not carry over into the second half. In the overtime periods each team is allotted ONLY one timeout. Timeouts from regulation play DO NOT carry over.

Overtime Period: At the end of regulation play, a two (2) minute overtime period will be played with the clock stopping for free throws, injuries or timeouts. There will be a maximum of two overtime periods. If at the end of the second overtime the score is still tied, the teams will end the game in a tie.

Playing Court: Third and Fourth Grade League Games will be played at Broadway Elementary and Troy. Games will be played full court. Specific boundary lines and floor markings will be discussed prior to the start of the season with each coach.

Substitution/Participation: The clock will be stopped around the four (4) minute mark of each quarter to allow for substitutions. If a player is injured or tired, free substitution is permitted.

Equal Play - Tipp City Teams ONLY: The basic goal is to have equal playing time for all players. All players must play at least 16 minutes per game. The basic goal is to have equal playing time for all players.

Man to Man Defense: Double teaming is permitted inside the three-point arc ONLY. If a team is ruled by the official to be double teaming outside of the acceptable area, the offensive teams will inbound the ball from under their own basket. Continued violations will result in technical foul shots and possession of the ball.

Man to Man Defense: Man to man defense only – NO ZONE. Double teaming is permitted inside the three-point arc ONLY. If a team is ruled by the official to be double teaming outside of the acceptable area, the offensive teams will inbound the ball from under their own basket. Continued violations will result in technical foul shots and possession of the ball. Back-court pressing or defense is not allowed except at the 5th & 6th grade level and then only the last 5 minutes of the fourth period. Otherwise, when defense obtains possession of the ball, everyone goes past the centerline and cannot approach the ball until it passes said line. NOTE: There is no back-court pressing by any team ahead in the game by more than 10 points, but the team behind by more than 10 points is allowed to back-court press.

No full court press allowed: Half-court defense only. Players may begin guarding once their player has crossed the half court line. Fast-break is not permitted in the ¾ grade league.

FIFTH AND SIXTH GRADE DIVISION SPECIFIC RULES

Length of Quarters: Four 10-minute periods with the clock stopping only on time outs - continuous clock. Clock will stop the last two minutes of fourth quarter for all violations. Three-minute halftime. Clock will restart at referee's signal or when ball is back in play. During the last 20 seconds of the game the clock will not start until the ball crosses the half court line. This will prohibit teams from running out the clock in the backcourt (no guard) area.

Basketball Size: An INTERMEDIATE size (28.5") basketball will be used. Baskets are at 10 feet for 5th-6th grade. When playing away, Tipp City Teams must provide their own warm up basketballs.

Jump Balls: A center jump ball will be used to start the game and any overtime period. In other jump ball situations, the ball will be awarded out of bounds on an alternating basis. This will be kept with bonus lights on the scoreboard.

Free Throws: The bonus rule will be in affect AFTER a team has committed its sixth foul in a half. Free Throw line will be 15 feet for the fifth and sixth grade. Player may go over the line during the shot, but she may not be the first to touch the ball.

Timeouts: Each team will be allotted 2 one-minute time outs per half. Timeouts not used in the first half do not carry over into the second half. In the overtime periods each team is allotted ONLY one timeout. Timeouts from regulation play DO NOT carry over to the overtime period.

Overtime Period: At the end of regulation play, a 2-minute overtime period will be played with the clock stopping for all violations. There will be a maximum of two overtime periods. If at the end of the second overtime the score is still tied, the teams will end the game in a tie.

Playing Court: Girls Leagues will play at the Broadway Elementary School and in Troy.

Man to Man Defense: Man to man defense only - NO ZONE. Double teaming is permitted inside the

three-point arc **ONLY**. If a team is ruled by the official to be double teaming outside of the acceptable area, the offensive teams will inbound the ball from under their own basket. Continued violations will result in technical foul shots and possession of the ball. Back-court pressing or defense is not allowed except at the 5th & 6th grade level and then only the last 5 minutes of the fourth period. Otherwise, when defense obtains possession of the ball, everyone goes past the centerline and cannot approach the ball until it passes said line. NOTE: There is no back-court pressing by any team ahead in the game by more than 10 points, but the team behind by more than 10 points is allowed to back-court press.

Team Member Participation/Substitution - Tipp City Teams ONLY: The basic goal is to have equal playing time for all players. Each player must play at least 20 minutes per game. During the first half the only time teams may substitute is at the mid-point of the first and second quarters as well as between the first and second quarters. The clock operator will **stop the clock** around the mid-point of each quarter during a dead ball situation and announce that teams may substitute. At that point teams may substitute as many players as they wish. In case of injury or exhaustion, that player may be replaced immediately. During the second half of play, coaches may substitute freely.