

## Youth League Basketball Rules

2017-2018

Anthony, Argonia, Attica, Conway Springs(1st/2nd only),Harper, Kiowa,Medicine Lodge, and Norwich

### General Rules

1. Players can only be on one roster.
2. Officials- Home team must provide two officials for 3<sup>rd</sup>/4<sup>th</sup> and 5<sup>th</sup>/6<sup>th</sup> grade games and one official for 1<sup>st</sup>/2<sup>nd</sup> graders. It is recommended that each game have at least one official whom is 18 or older. Each recreation department should ensure that there is an adult supervisor at all home venues. **An adult is considered 18 years of age or older.** If both teams agree a game can begin with only one official if the arrival of the second is imminent. **Official's decisions are final!**
3. Tournament rules will be the same as regular season rules with the exception of the fair play time.\* (\*Rule- **During tournament the mandatory substitution rule, if instated, will apply to the first three quarters of play. During the fourth quarter the coach is free to substitute as he/she sees fit.**)
4. Home team will furnish warm up balls & game balls. Each team on the floor will furnish a volunteer for the score table. One team will keep book and the other will run the clock. There will be no paid people at the score table.
5. No kid can play in another town of this league unless they are released by the town they reside in by the recreation coordinator and/or board.
6. A team who is short a player due to illness, injury or absence will not be penalized. A team may start with 4 players and go down to 3 due to injury, illness, absence or a player fouling out. A team cannot play with 2 players and they cannot go down to 3 if the reason is an ejection for unsportsmanlike conduct. If a team plays with less than 5 the opposing team is not required to drop down to equal numbers, but good sportsmanship would prompt one to do so in event of illness or injury.
7. A team can pick up a player from another team/division below in order to be able to field a team. This game will be considered a scrimmage game only and a loss will be recorded for the team who was shorthanded.

8. Overtimes will be 3 minutes long and each team will have one additional timeout per overtime.
9. All towns will turn in their final team numbers by November 15th.
10. All rosters are due to league secretary by email no later than Wednesday, January 3rd.
11. Additions may be made to rosters after January 3rd with the approval of local recreation representatives. The local rep is required to forward the approved additions to the league secretary who will in turn forward to other recreational reps. (Approved reasons for late additions to rosters: A new kid to town or recruited to replace an injured player who leaves a team with less than 7)

**\*IT IS EXPECTED THAT ALL ROSTERED PLAYERS ARE GIVEN FAIR PLAYING TIME. This will be monitored closely by the RECREATION DIRECTORS AND OFFICIALS. FAIR DOES NOT MEAN EQUAL. ALL COACHES ARE ENCOURAGED TO MAKE SURE THEIR PLAYERS ARE GETTING IN AT LEAST HALF OF EACH QUARTER. EXCEPTIONS MAY BE THAT A PLAYER HAS NOT BEEN ATTENDING PRACTICES/HURT/SICK OR IN SOME CASES TEAMS WHO JUST HAVE MORE THAN 10 PLAYERS ON THEIR ROSTER. If at any time during the season it is recognized that a coach is not getting all the players on the floor an FAIR amount of time a mandatory substitution rule\*\* will be instated for the team or teams in violation. (\*\*Rule: When play is neutral the clock will be stopped at the half way point of each quarter and all subs will enter the game. Coaches will not be able to sub prior to this time unless for an injury or player fouling out. This will be enforced for all quarters during the regular season and per special tourney substitution rule, see rule 3)**

**FINALLY THIS IS A RECREATIONAL LEAGUE: WE ARE HERE TO LEARN AND HAVE FUN. IT IS EXPECTED THAT COACHES WILL NOT INTENTIONALLY RUN THE SCORE UP ON AN OPPOSING TEAM. COACHES ARE EXPECTED TO BE CREATIVE IN MANAGING THEIR TEAM AND THE SCORE IN LOPSIDED SITUATIONS. SUGGESTIONS FOR DOING SO ARE: GO TO A ZONE DEFENSE; ALLOW OPPOSING TEAM TO RUN THEIR OFFENSE AND WORK ON BOXING OUT, REBOUNDING AND GOOD DEFENSIVE MECHANICS; AND TAKE THE OPPORTUNITY TO IMPROVE THE SKILLS OF YOUR LOWER LEVEL PLAYERS BY PUTTING THEM IN THE LEAD ROLE. ALL RECREATION REPRESENTATIVES FROM THE EIGHT COMMUNITIES WILL BE INSTRUCTING THEIR OFFICIALS TO WATCH THIS CLOSELY AND IF A COACH IS NOT SHOWING SPORTSMANSHIP AS STATED ABOVE THE OFFICIALS WILL BE INSTRUCTED TO CALL A VERY TIGHT GAME AGAINST THE WINNING TEAM.**

**WE AS A LEAGUE ALSO EXPECT GOOD SPORTSMANSHIP IN REGARDS TO FANS, PLAYERS, AND COACHES. INAPPROPRIATE LANGUAGE AND/OR YELLING AT PLAYERS, REFEREES OR RECREATION DIRECTORS WILL NOT BE TOLERATED.**

**SPECIAL GAME RULES:**

1<sup>ST</sup> & 2<sup>ND</sup> BOYS AND GIRLS

- 4- 8 minute quarters
- 5- minute half time
- 2 time outs per half
- 8 ft goals
- 12 ft free throw line
- 10<sup>th</sup> team foul will result in a one and one
- NO THREE POINT SHOTS
- 27.5" balls
- No full court pressure defense is allowed. The defensive team can pick up the offense once they have penetrated the 3 pt arc. The offense has ten seconds to **ATTEMPT** this move towards the basket. Failure to do so in the ten second time frame will result in a turn over.
- Clock will run continuously except for time-outs, injury, or game situation that requires extended time to explain or get under control.
- No stalling allowed. Last 30 seconds of the game if a timeout is called the ball must be in bounded in front court under the basket.
- Normal basketball rules will apply. (Travelling, double dribble, 3 seconds and other skilled talents will be enforced loosely- but cannot be used to gain an advantage)

3<sup>rd</sup> & 4<sup>th</sup> BOYS AND GIRLS

- 4- 6 minute quarters
- 10 minute half time
- 2 time outs per half
- 10 ft goals
- 12 ft free throw line (players can opt to shoot from 15ft line and will not be penalized if they step over) League recommends coaches encourage all players capable from shooting from 15ft line do so.
- NO THREE POINT SHOTS
- 27.5" balls
- NO PRESSING – Defense can pick up at half court

- Last two minutes of the game if the lead is greater than 10 points the clock will continue to run. If lead drops below 10 clock will stop as normal.
- Normal basketball rules apply

### 5<sup>th</sup> & 6<sup>th</sup> BOYS AND GIRLS

- 4- 6 minute quarters
- 10 minute halftime
- 2 time outs per half
- Regulation goals
- Regulation free throw line
- 28.5" balls
- PRESS IS ALLOWED AS LONG AS THERE IS NOT A 10 POINT OR MORE DIFFERENCE IN THE SCORE
- Last two minutes of the game the clock will continue to run if the score differential is 15 or greater. If lead drops below 15 clock will stop as normal.
- Normal basketball rules apply

***RULES WILL ONLY BE CHANGED AT THE DISCRETION OF THE RECREATION REPRESENTATIVES WITH A MAJORITY VOTE AND ONLY IN REGARDS TO CONCERNS FOR THE HEALTH AND SAFETY OF PLAYERS AND/OR COACHES.***

**ALL REGULAR SEASON GAMES WILL BE PLAYED BY TUESDAY PRIOR TO THE TOURNAMENT.**

**GAMES NOT PLAYED BY THIS TIME WILL NOT BE CONSIDERED IN THE SEEDING OF THE TOURNAMENT.**

ALL PLAYERS PARTICIPATING IN THE LEAGUE TOURNAMENT MUST HAVE PLAYED IN AT LEAST 3 LEAGUE GAMES.

3<sup>rd</sup>/4<sup>th</sup> and 5<sup>th</sup>/6<sup>th</sup> grade boys and girls will participate in a single elimination tournament.

Trophies for 1<sup>st</sup> place and medals for 2<sup>nd</sup> and 3<sup>rd</sup> will be awarded.

1<sup>st</sup>/2<sup>nd</sup> grade boys and girls will not have a tournament.

