

Great Bend Recreation Commission

Youth Basketball Rules

REGISTRATION

Any youth wanting to sign up for a GBRC Youth Sports program must have their parents or guardian fill out and sign a Youth Consent Form and submit the appropriate fee at the GBRC office during the designated registration period. Teams will be formed after this week. Sign-ups will be taken after the late registration week and placed on a waiting list to be utilized if players are needed to keep teams at optimum numbers. The individual will have to pay the late fee before they will be placed on a team and must be a player that is not on a roster or just participating on any current GBRC team or other competitive program. No player can be added for the tournament. Any individual signing up after the late registration week will not be guaranteed placement in the program.

GENERAL INFORMATION AND SPECIAL RULES

1. **Teams:** Teams will play 5 on 5. Each team will have a minimum of seven (7) players on their roster.
2. **Courts:** 3rd & 4th grade leagues and 5th & 6th grade girls will play on 60' X 40' courts. 5th & 6th grade boys league will play on full court.
3. **Goals:** 3rd & 4th grade leagues will play on 8'6" goals. 5th grade leagues will play on 9' goals. 6th grade leagues will play on 10' goals. If combined, 5th & 6th grade leagues will play on 10' goals.
4. **Game Time:** Game time is forfeit time. Teams must have 4 players to start a game.
5. **Game Length:** The game will be divided into four 8 minute quarters. Each team is allowed three (3) time-outs per game.
6. **Clock:** The clock will run continuously except for the last two minutes of the fourth quarter. During the last two minutes of the fourth quarter, a regulation clock will be used and the clock will stop for all fouls, violations, free throws, out of bounds and time-outs. **If one team is winning by more than 12 points, then the clock will run continuously except for time-outs during the last 2 minutes of the fourth quarter.**
7. **Overtime:** Overtime will be a two (2) minute regulation clock. If the score is still tied after the first overtime, the game will then go to sudden victory. The team scoring first will win the game.
8. **Free Throw Distances:** 3rd grade will shoot from 10ft. 4th & 5th will shoot from 12 ft, even if combined with 6th grade. 6th grade will shoot from 15ft.
9. **Free Throw Fouls:** Free throws will be awarded on shooting fouls and during the bonus. A one-and-one free throw will be awarded for every non-shooting foul beginning with a team's seventh, eighth and ninth foul in each half. Two (2) free throws will be awarded after a team has recorded its 10th team foul. Player control fouls are not included.
10. **Free Throw Rebounders:** Rebounders are not allowed to enter the free throw lane until the shooter releases the ball. The shooter must wait until the ball hits the rim to enter the free throw lane.
 - a) Violation by Defense: Re-shoot if free throw is missed. If the free throw is made, no violation.
 - b) Violation by Offense: Free throw is negated. Loss of shot.
11. **Free Throw Alignment:** No more than four (4) defensive and three (3) offensive players (including the shooter) will be allowed on the marked lane spaces during free throw administration. In 5th/6th grade leagues, the marked lane space closest to the free throw line (and the shooter) shall remain vacant.
12. **Player Fouls:** Each player is allowed to accumulate 5 fouls before fouling out.
13. **Violations:** All fouls, traveling, three (3) seconds in the lane, double dribble, over and back and throw-in violations will be called, however, officials may be lenient on some fouls and violations depending on the situation, grade level and spirit of the game.
14. **Substitutions:** Substitutions may be made during dead ball periods only.

15. **Playing Time:** All players must start the first or third quarter and play for a minimum of 2 minutes. There will not be any substitutions for the first 2 minutes unless there is an injury. Line ups must be reported to scorekeeper 2 minutes before the start of each half.
16. **Jump Balls:** There will be a jump ball to start each game and overtime period (if played). All jump balls occurring after the start of the game will operate on the alternating possession rule. The scorekeeper will keep track of the possession arrow in the scorebook. If arrows are used, the arrow will point to the basket of the next possession, not to the bench. Alternating possession will only be allowed for loose ball tie-ups. Possessed tie ups will be given to the team in control of the ball before the tie-up. Intent of the rule is to encourage an active defense and to avoid double and triple teaming the ball to force a tie up. This method of play is not in the spirit of fair play for this level of basketball.
17. **Trapping:** No trapping defense will be allowed outside the offensive lane area in 3rd grade leagues (3rd & 4th if combined). Officials can call a personal foul on the leading scorer of the offending team for teams who continues to trap.
18. **Defensive Pressure:** No defensive pressure will be allowed in the backcourt area in 3rd & 4th grade leagues. Full court pressure will be allowed in the 5th & 6th grade leagues until a 12-point margin has been reached. Until the score is closer than twelve points, the team that is ahead may not full court press, but may apply defensive pressure at the half court line.
19. **Shoes:** No boots or cleated, turf, dress, or hard soled shoes be worn on the basketball floor.
20. **Jewelry:** No jewelry, rings, watches, earrings, necklaces, bracelets or hats will be allowed. New studded earrings will be allowed if taped.
21. **Participant/Spectator Conduct:** Spectators and/or participants in the gym will be expected to remain seated and will be removed if their behavior warrants such action.
22. **Coaches Box:** Coaches should remain in the coach's box while the coaching during the game. If the coach displays negative behavior, then they may be restricted to their bench inside the coach's box. If the behavior continues, then they may be asked to leave the game and/or facility.
23. **Medals:** League champion and runner-up medals will be awarded to players.
24. **Award Procedure:** The tie breaker procedure for teams in league award positions will be as follows:
 - a) Head to head competition.
 - b) If still tied, co-champions will be declared.
25. **Other Rules:** All other situations and rules not covered within the Great Bend Recreation Commission Youth Basketball Rules will be governed by the Kansas State High School Activities Association (KSHSAA), keeping in mind the spirit of the Youth Basketball Program.
26. **Protests:** Protests will not be allowed except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the official's attention. The official's decision is final.
27. **Inclement Weather:** Any games postponed due to inclement weather will be announced on KVGB, KHOK, KZXL radio and GBRC information hotline at 793-3755 ext. 4 or look for us on Facebook or website: www.greatbendrec.net.

CODE OF CONDUCT FOR PLAYERS AND COACHES

1. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
2. **Drugs and Alcohol:** There will be no use of drugs or alcoholic beverages on or near the game/practice field or facility premises by managers, coaches, players, officials, GBRC staff or anyone concerned with GBRC teams during games, pre-game activities, or practices. One warning may be issued; or the person in question will be asked to leave the field and face indefinite suspension from any GBRC event or program.
3. **Weapons:** Weapons of any kind are not allowed on or at any GBRC site or facility. (at the discretion of the GBRC Staff.)