



# YOUTH BASKETBALL RULES

Revised and approved 10/12/2020



# Great Bend Recreation Commission

## Youth Basketball Rules

### GENERAL RULES

- a. **Registration:** We have three ways to register: On the internet at greatbendrec.com, at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.
- b. **Practices:** Once teams have been formed, a team may meet no more than three times a week and for no longer than an hour and a half per meeting (including games.) Teams may accumulate no more than 4.5 hours of meeting time in a week.
- c. **Inclement Weather:** For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m. or look for us on Facebook and www.greatbendrec.com. Make-up games will be scheduled as soon as possible with a memo passed out to the team managers. Games could include playing during another day of the week and not necessarily on regular game day.
- d. **Assigned Players:** Once a team is established, each player assigned will remain on that team. No player may switch teams under any circumstances except when approved by the Assistant Sports Director/Sports Director.

### 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:** 3<sup>rd</sup> & 4<sup>th</sup> grade leagues and 5<sup>th</sup> & 6<sup>th</sup> grade girls will play on 60' X 40' courts. 5<sup>th</sup> & 6<sup>th</sup> grade boys league will play on full court.
3. **Goals:** 3<sup>rd</sup> & 4<sup>th</sup> grade leagues will play on 8'6" goals. 5<sup>th</sup> grade leagues will play on 9' goals. 6<sup>th</sup> grade leagues will play on 10' goals. If combined, 5<sup>th</sup> & 6<sup>th</sup> 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 and Time outs:** The game will be divided into four 8-minute quarters. Each team is allowed three one (1) minute 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:** 3<sup>rd</sup> grade will shoot from 10ft. 4<sup>th</sup> & 5<sup>th</sup> will shoot from 12 ft, even if combined with 6<sup>th</sup> grade. 6<sup>th</sup> 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 10<sup>th</sup> 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 5<sup>th</sup>/6<sup>th</sup> 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 3<sup>rd</sup> grade leagues (3<sup>rd</sup> & 4<sup>th</sup> 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 3<sup>rd</sup> & 4<sup>th</sup> grade leagues. Full court pressure will be allowed in the 5<sup>th</sup> & 6<sup>th</sup> 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:** 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. Only the head coach may ask the referee questions about rule clarification and interpretations. Assistant Coaches and Players may not question calls.
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.

## 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/Assistant Sports Director will notify the players and coaches of the suspension.
2. **Facilities:** GBRC facilities are smoke free, drug free, alcohol free and weapon free.