



# YOUTH BASKETBALL RULES

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# Great Bend Recreation Commission

## Youth Basketball Rules

### GENERAL RULES

- a. **Registration:** We have three ways to register: On the internet at [greatbendrec.com](http://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](http://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 the 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.

### 1. THE COURT AND BASKETBALL GOALS

- a. **3<sup>rd</sup> & 4<sup>th</sup> grade:** will play on 60' X 40' courts and shoot on 8'6" basketball goals.
- b. **5<sup>th</sup> & 6<sup>th</sup> grade:** will play full court and play on 10' goals.

### 2. THE BALL

- a. **Ball Dimensions:** All leagues will use a 28.5" youth basketball.

### 3. THE PLAYERS AND SUBSTITUTIONS

- a. **Playing Time:** All players must start the first or third quarter and play for a minimum of 2 minutes. Line ups and starters must be reported to the scorekeeper 2 minutes before the start of each half.
- b. **5 on 5:** All leagues will play 5 on 5 and must have 4 players to start a game. Each team will have a minimum of seven (7) players on their roster.
- c. **3 on 3:** If a league is low in enrollment numbers, their league will play 3 on 3 with a minimum of 2 players to start the game and a minimum of 5 players on their roster. This league will play on 60' X 40' courts.
- d. **Substitutions:** There will not be any substitutions for the first 2 minutes of the first or third quarter unless there is an injury. Players need to check in at the score table and wait until they are waved onto the court by an official at the next dead ball.

### 4. COACHES

- a. **Limit:** Each team will be limited to one head coach and one assistant coach on the bench.
- b. **Background Check and Certification:** All coaches must pass a back-ground check and be on the Great Bend Rec list of approved coaches. The head coach must complete NYSCA certification.
- c. **Coaches Box:** Coaches should remain in their coach's box while coaching during the game. If the coach displays negative behavior, then they may be restricted to sitting on their bench inside the coach's box. The coaching box is defined as **an area in front of the team bench up to the sideline.**
- d. **Rule Clarification:** Only the head coach may ask the referee questions about rule clarification and interpretations. Assistant coaches and players may not question calls.

### 5. THE OFFICIALS

- a. **Safety:** The referee has "Safety of the Players" as the main concern. The referee may warn, caution, and eject players and stop the game for injuries.

### 6. PLAYER EQUIPMENT

- a. **Jewelry:** No jewelry such as watches, rings, earrings, neck chains, bracelets or anything that might be dangerous to another player are allowed. Metal medical alert bracelets and new studded earrings will be allowed if taped.
- b. **Shoes:** No boots, hard soled shoes, dress shoes, cleated or turf shoes can be worn on the basketball floor. Any shoes that damage or mark up the floor will not be allowed. Basketball and/or athletic shoes only.
- c. **Shirts:** Shirts of teammates shall be of the same color.

## 7. DURATION OF THE GAME/OVERTIME

- a. **Game Time:** Game time is forfeit time.
  - 1. **Game Length:** The game will consist of four (4) 8-minute quarters. There will be a one minute break between quarters and a three minute break at halftime. Warm up time will last from the end of the previous game until the next game time.
- b. **Continuous Clock:** The clock will be kept running with the following exceptions:
  - 1. Team time-outs.
  - 2. Injury time-outs.
  - 3. Shooting fouls.
  - 4. Mandatory substitutions.
  - 5. On all whistles during the last 2 minutes of the 4<sup>th</sup> quarter.
- c. **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.
- d. **Time-Outs:**
  - 1. **Regulation:** Three one-minute time-outs per game.
  - 2. **Overtime and Sudden Victory Period:** There will be one additional time-out per overtime.
  - 3. **Time-outs:** Either team may call a time-out on any dead ball. For a time-out to be granted during a live ball, the team calling the time-out must have possession of the ball.
- e. **Youth Blow Out Rule:** If a team is leading by 20 points at any time during the game, the scorekeeper will keep track of the score on the scoresheet only and quit putting the score on the scoreboard. \*new rule\*
- f. **Leading by 12 pts:** If one team is leading by more than 12 points, the clock will run continuously except for time-outs during the last 2 minutes of the fourth quarter.

## 8. FOULS AND VIOLATIONS

- a. **Player Fouls:** A player is disqualified for the rest of the game if they receive any of the following.
  - 1. Five (5) personal fouls
  - 2. Two (2) technical fouls
  - 3. One (1) unsportsmanlike technical foul
  - 4. A flagrant foul
- b. **Free Throws:**
  - 1. **Distances:**
    - a. 3<sup>rd</sup> grade will shoot from 10ft.
    - b. 4<sup>th</sup> & 5<sup>th</sup> will shoot from 12 ft.
    - c. 6<sup>th</sup> grade will shoot from 15ft.
  - 2. **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.
  - 3. **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.
  - 4. **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.
- c. **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.

## 9. JUMP BALL AND DEFENSIVE PRESSURE

- a. **Jump Balls:** There will be a jump ball to start each game and overtime periods (if played). Each quarter and half, control of the ball will start with alternating possession.
- b. **Alternating Possession - All grade levels:** Loose ball tie-ups will result in alternating possession. The scorekeeper will keep track of the next possession in the scorebook. If arrows are used, the arrow will point to the basket of the next possession, not to the bench.
  - 1. **3<sup>rd</sup> & 4<sup>th</sup> grade: Possessed tie ups:** Defensive players cannot steal off the dribble or out of the opponent's hands. If this happens, possession of the ball will be given to the team in control of the ball before the steal or tie-up. Intent of the rule is to encourage an active defense by stealing a pass rather than taking the ball out of the offensive player's hands or tying up the ball. This is not in the spirit of fair play for this level of basketball.
- c. **Trapping 3<sup>rd</sup> & 4<sup>th</sup> grade leagues:** No trapping will be allowed. Officials will call a personal foul on the leading scorer of the offending team.
- d. **Backcourt 3<sup>rd</sup> & 4<sup>th</sup> grade leagues:** Once the ball has passed halfcourt, the halfcourt boundary extends back to the red line.

e. **Defensive Pressure:**

1. **3<sup>rd</sup> & 4<sup>th</sup> grade leagues:** No defensive pressure allowed in the backcourt area once the defensive player secures the rebound or sideline out of bounds plays. Upon crossing halfcourt defensive pressure may be allowed back to the red line.
2. **5<sup>th</sup> & 6<sup>th</sup> grade leagues:** Full court pressure is allowed until a team is ahead by 12-points or more. Once a team is ahead by 12 points or more, they can only apply defensive pressure at the half court line.

## 10. CODE OF CONDUCT

- a. **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. Players, coaches, and spectators may be warned; a second warning results in automatic ejection. The Assistant Sports Director will notify them of the warning/suspension.
- b. **Supervisor:** The Assistant Sports Director/Athletic Recreation Supervisor/Supervisor will be on site to strictly enforce the rules, to clarify or interpret any rules. THE RULING FROM THE SUPERVISOR IS FINAL.
- c. **Technical Foul:** The official/supervisor may issue a technical foul to any player, substitute or coach and determine what type of technical foul should be called.
1. **Types:** Technical fouls count as a personal and team foul. After a technical, two free throws will be issued to the opposing team and be given possession of the ball.
    - a. Administrative: A penalty for violating the game's administrative rules.
    - b. Unsportsmanlike: Any behavior deemed unsportsmanlike according to the Code of Conduct. Excessive arguing will not be tolerated and considered unsportsmanlike.
    - c. Flagrant: A flagrant foul is any contact against an opponent that's deemed unnecessary or excessive.
- d. **Two Technical Fouls in One Game:** If one team receives two technical fouls in one game, that team will forfeit their current game.
- e. **Verbal Abuse:** Verbal abuse, profanity, or any threats toward GBRC game officials, scorers, representatives, or administrators before, during or after the game will not be tolerated and will result in an unsportsmanlike technical foul.
- f. **Unsportsmanlike/Flagrant Technical Foul Progression:** Unsportsmanlike and Flagrant technical fouls are tracked and carry throughout the entire season.
1. **Removal from the Facility** – Any time a player, coach or spectator receives an Unsportsmanlike or Flagrant technical foul, the offending individual must leave the facility within 2 minutes or his/her team will forfeit that game.
  2. **1<sup>st</sup> Unsportsmanlike or Flagrant Technical Foul of the Season** –The player/coach will be asked to leave the facility and suspended for the next 2 games. If the suspension occurs with less than 2 games left in the season, the penalty will carry over into the next season.
  3. **2<sup>nd</sup> Unsportsmanlike Technical Foul of the Season** – The player/coach will be asked to leave the facility and suspended for the remainder of the season and the first 2 games of the next season. If there are 2 games or less left in the season, then the player/coach is suspended for the entire next season.
- g. **Flagrant Actions:** All infractions listed below result in dismissal from the facility.
1. Striking a player will result in suspension from the program for the remainder of the season (and possibly from all recreation commission sponsored programs).
  2. Anyone striking an official or GBRC representative will be permanently banned from league play and may be prohibited from participation in all GBRC sponsored programs and prosecuted to the fullest extent through all legal channels.

## 11. ADMINISTRATIVE & LEAGUE AWARDS

- a. **Medals:** League champion and runner-up medals will be awarded to players.
- b. **Award Procedure:** The tie breaker procedure for teams in league award positions will be as follows:
1. Head to head competition.
  2. If still tied, co-champions will be declared.
- c. **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 supervisor/official's decision is final.
- d. **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.
- e. **Facilities:** GBRC facilities are smoke free, drug free, alcohol free and weapon free.