



## Boys & Girls Competitive Basketball (Grades 3-8) League Rules

**Sportsmanship:** Everyone must use good sportsmanship and conduct themselves in a professional and respectful manner at all times.

- **Head Coaches** are responsible for the behavior of everyone associated with their team.
- We have a **zero tolerance** policy and will not tolerate bad sportsmanship from anyone.
- **Consequences** will include ejections, suspensions, removal from the league and any means necessary to ensure the kids have a safe, fun, and enjoyable youth sports experience.

**Eligibility:** Rosters must be submitted online by the established deadline for each league & are then locked. Players may **NOT** play for more than one team in the same grade/division or play lower than their grade level. If grades must be combined (i.e. 4<sup>th</sup>-5<sup>th</sup>), the rules for the older grade (i.e. 5<sup>th</sup>) is applied

**Game Time:** Game time is forfeit time. Please make sure your team is available 30 minutes prior to start time. Teams may begin play with four players.

**Volunteers:** Each team will supply one volunteer for each game to keep the game clock **OR** scoresheet.

**Basket Height:** 10 feet for all grades.

**Basketballs:** Warm-up basketballs are the responsibility of each team. JC Parks will supply the game ball.

**Basketball Sizes:**

- **Women's ball (28.5)** will be used for 3rd-5th grade boys and **ALL** girls.
- **Men's ball (29.5)** will be used for 6th-8th grade boys.

**Length of Game:**

- ALL games will be two 20-minute halves with a five-minute half-time.
- **A running clock shall be used, except for the last two minutes of the game IF the point differential is 20 points or less.**
- **Otherwise, the clock will stop only if:** a timeout is called, an injury occurs, or disciplinary action is taken by an official towards a player, coach, parent, or fan.

**Timeouts:** Each team gets two 1-minute timeouts per half during regulation play. Time outs do not carry over.

**Overtime:**

- All overtime periods will be two minutes **without** a running clock.
- One 30-second timeout for each overtime period. Overtime time outs do not carry over.

**3's:** Three-point baskets will count for all grades.

**Defense:** Man-to-man or zone defense will be allowed for all grades.

**Full Court Press:** All full court press violations will result in a warning.

- **Grades 3-5:** If a team has a **10-point** lead or more, they cannot full court press.
- **Grades 6-8:** If a team has a **15-point** lead or more, they cannot full court press.

**Lane Violations:**

- **Grades 3-5:** Five seconds in the lane is enforced.
- **Grades 6-8:** Three seconds in the lane is enforced.

**Fouls:** Players will foul out upon committing their 5th personal foul. 1-and-1 shot on the 7th team foul each half. Two shots on the 10th team foul each half.

**Free Throws:** All free throws must be taken beyond the regulation free throw line. In the **3<sup>rd</sup> & 4<sup>th</sup> grade** division only, players may land across the free throw line when they shoot without a violation.

**Jewelry:** For player safety, jewelry (ear rings, necklaces, bracelets, etc.) is not allowed while playing.

**All Other Rules:** If not stated above, MSHSAA rules will govern play.