

Basketball Rules and Regulations **Community Basketball League**

Eligibility:

6 & under (K-1): any player is eligible if he/she is not 7 years of age or older on or before August 31st of that playing year (2019 for this year).

8 & under (2-3): any player is eligible if he/she is not 9 years of age or older on or before August 31st of that playing year (2019 for this year).

Any player found to be participating in wrong program may result in cancellation of team from schedule. Rosters of each team will be available through your booster's club representative along with birth certificates to verify eligibility of players.

Number of players: Recommended number of players per roster is 8. However, there is no limit provided all of the players achieve the mandatory playing time. A team may start the game with only 4 players to avoid forfeit, any less is automatic forfeit. Any team that forfeits a game will have their boosters club responsible for payment of officials, clock keeper, and scorekeeper of that game.

Coach Conduct: The Head Coach is ultimately responsible for the conduct of the team's players, assistant coaches, parents, and other family and friends. Any coach receiving two (2) technical fouls in the course of a single game will be ejected for the remainder of the game and must leave the gym. The coach will be awarded a 2 game suspension and placed on probation for the remainder of the season. The suspended coach may appeal the ruling.

Referees:

- The referee may explain why he blew the whistle to the player(s) involved.
- All calls by the referee will be based on his/hers best judgement in regard to the flow of the game and of fairness to the players.
- Referee has final say on all calls. NO APPEALS.

6 & under (K-1) division: There will be a maximum of three coaches at any one time at the players' bench. One coach will be in place for "bench control", one coach will be in place for managing substitutes and/or timeouts and such, and a third coach, called the "roving coach", will be allowed on the court with the players with the following stipulations:

- The roving coach is in place for instructional purposes only.
- The roving coach is not allowed to communicate with either referee at any time during the contest with the exception of calling a time-out.
- The roving coaches from each team will be on opposite sides of the court, with the Home Team coach choosing the side to start the game, and will switch sides each quarter.
- The roving coach will not be allowed to cross the 3-point line on either end of the court, and will not be allowed to be in the middle of the court (as defined as the area between both ends' top of the key having the width of the "lane").
- The roving coach must stay out of the way of players as much as possible as deemed by the referees.

- The roving coach will receive a warning for any violation of the above stipulations, and on a second offense will be awarded a technical foul for his/her team and will be removed from the court and will not be allowed to resume a position at the players' bench. The roving coach will not be allowed to be replaced with another coach if he/she is removed due to a violation of above stipulations.

6 & under program: Walking and dribbling violations will be a judgment call determined by the officials. A player must attempt to dribble within taking 3 steps with the ball in hand. A player may double dribble in order to maintain control of the ball, however a player/team will not be allowed to gain an advantage by this rule (official's discretion). A player should attempt to maintain a continuous dribble along with his/her movement. A player will be allowed one instance of stopping and restarting a continuous dribble, but upon the second offense, a "traveling" call will be made by the referee.

- Basketball goal will be at a height of eight (8) feet.
- Rim and free throw distance will be eight (8') feet from the front of the rim.
- A 27.5" junior basketball will be used.
- There will be no lane violations in the 6 & under program.
- The ball must be advanced passed half court in 10 seconds and then passed the time line within 5 seconds. The time line is defined as the "hash marks" at both gym locations (Davis Townsend Gym and Churchland Gym).
- The "no press" rule is in effect. The defense must release after possession is established until the offense passes the time line unless an immediate fast break is attempted and at that time the defense may defend the fast break at any point on the court (official's discretion).

Illegal defense: A team may not have a defensive player above the time line until the offensive team passes the time line. A violation of this rule will result in one warning per half, and then on the second offense a technical team foul will be awarded to the defensive team, with one free throw and a free inbound at half-court for the offensive team.

8 & under (2-3) division: There will be a maximum of three coaches at any one time at the players' bench. Two coaches will be in place for "bench control", one coach will be in place for managing substitutes and/or timeouts and such. Only one coach will be allowed off bench at any one point. Any infractions will result in a Technical foul and coach will be ask to leave the bench area.

8 & under program: walking and dribbling violations will be enforced.

- Basketball goal will be at a height of nine (9") feet.
- Free throw distance will be ten (10') feet from the backboard.
- A 28.5" basketball will be used.
- The "no press" rule is in effect until the last two minutes of the Fourth Quarter. The defense must release after possession is established until the offense passes half court unless an immediate fast break is attempted and at that time the defense may defend the fast break at any point on the court (official's discretion).

- A five second lane violation will be in effect for the 8 & under program. The ball must be advanced passed half court in 10 seconds and then passed the time line within 5 seconds.
- The time line is defined as the "hash marks" at both gyms. One defensive player may challenge the offense after the ball passes half court but before the time line (provided there is less than a 10 point lead for the defense).

Illegal defense: A team may not have a defensive player above the time line if they are leading by more than or equal to 10 points. A team may not have two defensive players or more above the time line until the offense has passed the time line. A violation of this rule will result in a one warning per half, and then on the second offense a technical team foul will be awarded to the defensive team, with one free throw and a free inbound at half court for the offensive team.

Game time and Timeouts: Games will consist of four 6-minute quarters and a 6-minute halftime. Before the second half begins, each player present will be allowed 1 free throw at their team's goal to be added to their score. Overtime will consist of one 2-minute interval in regular season and as many as necessary in a tournament. Teams are allowed 2 time outs per half and 1 additional timeout in overtime. If more timeouts are called than permitted, a technical foul will be called.

Clock Rule: the clock runs continuously except during shooting fouls, timeouts and the last 3 minutes of each half. The clock will stop around the 3-minute mark for substitutions or when 3 or more players are substituted.

Practices: limited to 2 times per week, for 1 - 1.5 hours of duration each until regular season games begins, and then allowed 1 time per week, for 1 to 1.5 hours in duration unless a team has a bye. Violation of this will result in forfeit or removal from schedule.

Draft Policy: Any time a Booster Club has two or more teams in the program, a fair and equal draft will be held to distribute the talent equally. The following regulations govern the draft:

- 1) The drafting of players on a team will be done within the Booster Club.
- 2) Teams will be totally re-drafted every year.
- 3) Only the head coach's child will be locked in and one assistant coach's child. The drafting order will follow the guidelines are as follows: (If the drafting is not done correctly and is brought to the attention of the Program Coordinator each team in that booster club will be re-drafted with program coordinator in attendance.)

*2 Year Program:

- a) First year of eligibility will be second pick.
- b) Second year of eligibility will be first pick.

Mandatory playing time: for all players present at beginning of game is 6 minutes or two 3-minute intervals. Players arriving after play begins or by halftime will be allowed to shoot their free throw (provided the third quarter has not gotten underway), but are only required to play 3 consecutive minutes. A violation of this rule will result in a forfeiture of the game for that team and the coach will be placed on probation (Program Coordinator's discretion)

Fouls: players are allowed five fouls per game. Bonus 1 and 1 after 5 team fouls per half (on the team's 6th foul). Double bonus after 8 team fouls (on the team's 9th foul). Technical fouls for illegal defense are added to team fouls. A player who receives two individual technical fouls will be ejected from game. Overtime is an extension of the 4th quarter where individual and team fouls are carried over into the overtime period.

Uniforms: Players must wear numbered jerseys of similar color to games. All Uniforms should be reversible with numbers corresponding with High School regulations. Referees should be able to correspond player's numbers with one hand. (ex. No numbers can be used above 5. No team can carry oo and o). Any teams with violations will be issued a technical foul at the beginning of game.

Rosters: Coaches' rosters must be turned in to score keeper before game time.

Cancellations: This is a community league and is unaffected by school schedules. If school is dismissed early or cancelled due to bad weather, practices and games may continue. Contact your booster club representative for confirmation. If any team does not show for a scheduled game, this will be considered a forfeit.

ZERO TOLERANCE

- Any fighting, cursing, badgering, arguing, with any official, spectator or coach will result in player, coach, or spectator being expelled from the game and may result in being suspended from future events.

***The Reeds, Davis Townsend, Southwood-Southmont, and Churchland Booster Clubs has adopted a ZERO TOLERANCE POLICY and reserve the right to take any action necessary to accomplish the objectives of the program. Please convey this policy to all coaches, players, and parents. Remember, the games are for the children.**

Updated November 30, 2019