

## **Game Rules**

- 1. IESA rules will be used unless noted below.
- 2. **Team Make-Up:** Teams that have Try-outs or picking select players may not be allowed to participate or may play up a division.
- 3. **Timekeeper/score keeper:** The home team (first team listed) will be required to provide an official scorebook keeper. The Away Team (second team listed) will be required to provide a score keeper to run the clock. This applies to all locations.
- 4. **Basketballs:** Regulation basketballs will be used for boys' 5<sup>th</sup> and 6<sup>th</sup> graders. Boys' 3/4th grade and all girls' divisions will use the 28.5 size basketball.

#### 5. Pressing:

- a. 3<sup>rd</sup>-4<sup>th</sup> Grade Leagues: <u>NO</u> pressing in all 3<sup>rd</sup>-4<sup>th</sup> grade leagues. As this is a developmental league, we want participants focused on the fundamental skills of basketball.
- b. 5<sup>th</sup> Grade Leagues: Full court press will be allowed. If the point differential is 10 points or more, only the team that is losing may press until the point differential is less than 10 points.
- c. 6<sup>th</sup> Grade Leagues: Full court press will be allowed. If the point differential is 10 points or more, only the team that is behind may press.
- 6. **Game Length:** Games will consist of two, sixteen-minute halves with a continuous clock. The clock will be stopped during the final two minutes of each half.
- 7. **Time Outs:** Each team will receive two, one-minute timeouts per half, with no carryover into the second half of unused timeouts.

#### 8. **Ties:**

- a. In case of a tie a two-minute overtime period will be played, clock stops. Each team will receive one, 30-second timeout per overtime period. Timeouts will **not** be carried over from regulation time to the overtime period. Clock will stop the final minute of overtime play
- b. If the score is tied after the first overtime, the second overtime will decide the winner through suddendeath first point scored wins the game
- c. Teams in all 5<sup>th</sup> and 6<sup>th</sup> grade leagues may press the entire overtime period.

#### 9. Technical Fouls:

- a. Players: 2 points awarded to the other team and the ball. Player receiving technical will be removed from the remainder of the game.
- b. Coaches: 2 points awarded to the other team and the ball. Coach will be out the remainder of the game(s).
- 10. Fouls: 5 fouls per player, 1-1 bonus awarded after 7th team foul, 2 shots after the 10th team foul, per half.
- 11. **Free Throws:** 5<sup>th</sup> and 6<sup>th</sup> grade will shoot from the regulation free throw line. 3<sup>rd</sup>/4<sup>th</sup> grade will start their shot from behind the line, can cross the line on the shot attempt but cannot run in after the shot to get the rebound.
- 12. **Defense:** Teams may utilize zone, man-to-man defenses, or any other half-court defense.

All cancellations will be communicated exclusively through the head coach and assistant coach of your team (the numbers and e-mails listed on the registration form).



# Additional Information

### 3<sup>rd</sup>/4<sup>th</sup>,5<sup>th</sup>, & 6<sup>th</sup> Grade Boys & Girls

**Program Mission:** The mission of the league is to create an atmosphere where competition is maximized through scheduling while creating an opportunity for local youth programs to travel local with low-cost entry and to create revenue for their youth programs.

**Schedule:** Games are played on SATURDAYDS starting in DECEMBER and finishing in JANUARY. We will host an End of the Season Tournament on the LAST WEEKEND IN JANAURY. Each team will be scheduled to play two games either Saturday or Sunday. Any games cancelled for any reason will not be made up. However, if games are cancelled due to weather, teams paid for all league games will receive two free games on Saturday at the end of the season tournament, with the option to pay for two additional games on Sunday in the bracket.

We are always looking for schools to HOST and looking for a few more host facilities.

#### **Additional Information:**

- 1. Games will begin every 45 minutes, shorten halftime or between games to stay on schedule. (To start Halftime will be 3 minutes and 5 minutes between games)
- 2. The league will <u>help</u> provide the officials for all games, unless notified by host communities once schedules are sent. Each official should be paid by the host school \$25 per game from the gate receipts.
- 3. Host schools will be responsible for setting up the gym, taking gate, and handling any problems that may arise during the day.
- 4. Admission into the game is \$5.00 for adults, \$3.00 for high school. No charge for eighth grade and below students, players, or coaches.
- 5. Host school will keep 100% of the remaining gate proceeds and concession stand, after all officials and other expenses have been paid.
- 6. Teams must wear matching uniforms with numbers.
- 7. Cancelled games will not be made up. HOWEVER, the last Saturday in January will be an End of Season Tournament. Teams that have any games cancelled due to the weather will receive two additional games on the last Saturday. Option to play in the bracketed tournament on Sunday.