

BOYS BASKETBALL

Rules of Play:

Republic Parks & Recreation Basketball League is an instructional program designed to help encourage youth to participate in sports activity and enjoyment. All leagues will be following Missouri State High School Athletic Association (MSHSAA) rules, with exceptions for certain rules pertaining to court size, uniforms, and adopted "local" rules as follows:

1. Games will consist of two 16-minute halves, a three (3) minute half time, and three (3) minutes between games. Half time and time between games may be shortened to 2 minutes each if we are running behind schedule. Each team will receive two time-outs per half with no carry over.
2. Clock runs continuous throughout the game, until the last sixty (60) seconds of the second half. The clock will remain continuous even during the last minute of the game in grades K-1 or if one team has a 20 point or more lead over the other. The clock will only be stopped for time-outs.
3. **Uniforms and equipment**
 - A) Basketball size: K-1st (27.5 - Junior Ball) 2nd-6th (28.5 - Women's Ball)
 - B) Court shoes are required.
 - C) Jerseys should have unique numbers, with numbers falling between 0 – 55.
4. **Goal Height**
 - a. K-1st Grade : 8 feet
 - b. 2nd Grade : 9 feet
 - c. 3rd - 6th Grade : 10 feet
5. **Free Throw Distance**
 - a. K - 3rd Grade : 10 feet
 - b. 4th - 6th Grade : 15 feet
6. **League Rules**
 - 1) Full court pressing is permitted only when a team is less than 20 points ahead. All defensive players must drop behind half-court (to a half-court press) when pressing is prohibited. K-1 are restricted to playing defense within the three-point line until the last minute of the game, at which time half court press can take effect. 2nd and 3rd grade are restricted to a half – court press until the last two minutes of the game, at which time full court press takes effect. Coaches, please exercise good sportsmanship
 - 2) No more than a twenty-point lead will be shown on the score board; however the official score will be kept in the scorebook. Since K-1 is an instructional league no score will be kept. Only time will be recorded.
 - 3) Three-second violations will be called on 5th and 6th grade teams only.

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- 4) Tie games will be decided as follows:
 - a. 2nd Grade: Will end in a tie, with no overtime.
 - b. 3rd – 6th Grade: Will play one, two-minute overtime period with a continuous running clock. Each team receives one time-out. If one team is not ahead at the end of the overtime, the game remains a tie.
During a tournament game if the score remains tied after one overtime period, additional over time periods of 2 minutes with no time outs will follow until a winner is declared.
- 5) Players may play on no more than two **teams per grade division** in the youth basketball program. **Players may play in two different grade levels as eligible.** Players may play up grade levels, but not down.
- 6) All team members present and dressed out must play at least eight (8) minutes of each game. The number of minutes played may be monitored. If a coach is found to be playing a player less than eight minutes the team will forfeit that game and the coach will be suspended for the next game.
- 7) Game time is considered forfeit time. A team may start a game with no less than four (4) players present and on the court. A five-minute grace period will be allowed for the first game only.
- 8) Should a team forfeit two consecutive games without properly notifying the Recreation Department the team will be dropped from the league. Notification must be given two working days prior to the forfeiture.
- 9) Two adult coaches are permitted on the bench. Referees do have the authority to make coaches sit if on the bench if a conflict arises. Coaches who do not abide by this rule will receive a warning from the referee and may receive a Technical Foul at the referee's discretion.
- 10) No protests are allowed on judgment calls of the officials. Concerns about officials must be made to the recreation supervisor. All protests must be filed at the Community Center, by the head coach or the assistant coach, within twenty-four hours of the violation.
- 11) Teams are required to exhibit sportsman-like conduct after each game by lining up and shaking hands. If a team fails to comply, they will be given an Administrative Technical Foul to be administered at the beginning of the team's next game.
- 12) If a coach or player receives two technical fouls in one game, he or she must leave the facility immediately. If a coach or player is ejected from the game/facility more than once the coach/player will be suspended and may be expelled from the facility pending a meeting with the Recreation Supervisor and/or Parks & Recreation Director.

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- 13) Each team will receive two coaches' passes good for free entry into any & all of the games during the season. Coaches' passes must be shown at the gate. All other persons, excluding players, over the age of 12 and under the age of 65 must pay a \$2.00 entry fee and 65 and older must pay \$1.00.
- 14) The recreation supervisor reserves the right to make final determination on any rules or interpretations that may arise throughout the season.

Behavior that threatens the integrity of the Parks and Recreation program, staff, facilities, or its participants will not be tolerated. Violations may result in individuals being permanently suspended from programs offered by the Parks and Recreation Department.



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