

‘MADISON COUNTY RURAL RECREATION  
YOUTH BASKETBALL RULES  
2018-2019

1. Length of quarters:

- A. 5, 6 Boys & Girls: four - \*8 minute quarters - Running clock. Clock will stop only during time outs. We will play a regulation clock during the last minute of the 2<sup>nd</sup> and 4<sup>th</sup> quarter. Clock will not stop if a team has a 10 or more point lead in the last minute of the 2<sup>nd</sup> or 4<sup>th</sup> quarter.
- B. 7, through 14 Boys & Girls: four – 8 minute quarters – Running clock. Clock will stop only during time-outs. The last two minutes of the 4<sup>th</sup> quarter, and the last minute of any overtime period, we will use a regulation clock. Clock will not stop if a team has a 15 or more point lead in the last minute of the 2<sup>nd</sup> or 4<sup>th</sup> quarter or OT period.
- C. (7, 8 Boys and Girls only) during the last minute of the fourth quarter & overtime, the clock will stop on every made basket until the ball crosses half-court. Also, the clock will not start until the ball crosses half-court following a dead ball. (This rule does not apply if a team has a 12 or more point lead.)

2. Clock operation:

- A. Local Boards will supply score and time keeper for all leagues.
- B. All leagues: When a teams' lead reaches thirty (30 points), the score-board will show 0-0.

3. Jump Balls:

- A. 6 & under: Home team will have possession to start game.
- B. All other leagues: All games will begin with a jump ball.
- C. All leagues: Will use the alternating possession rule.

4. Starting Time:

- A. There will be a 10 minute grace period for teams involved in the first game.
- B. There will not be any grace period given for any subsequent scheduled games.

4. Participation Rules:

- A. 5, 6 & under: Each player should play (1) continuous quarter.
- B. All other Leagues: Each player will play at least half or the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, quarters.
- C. Guidelines for Participation:
  - 1. Score-keepers check each child entering game.
  - 2. Players in foul trouble are not exempt from playing half of the first three quarters, unless they foul out.
  - 3. If a player is injured, whether or not they return to the game, that player has met the participation requirement.

4. Once a team gains a twenty (20) point lead starters who are forced to leave the game are exempt from the participation rule.
5. Each player shall play at least half of the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> quarters. The game will stop at the 4:00 minute mark, where all bench players will be substituted into the game and must remain in the game for the remainder of the quarter. There will be no substitutions during the first part of each quarter (1<sup>st</sup>-3<sup>rd</sup>), with the exception of illness or injury. During the latter part of the first 3 quarters players that played the entire first half of the quarter can be substituted out. There are no minimum play requirements fourth quarter.
6. Minimum play requirements:  
Explanation: Player A is injured in the first quarter, Player A has met the minimum play requirements for the first quarter. Should the injury be severe enough to prevent him/her from returning to the game, he/she has met the minimum play requirements for the game. If player A's injury is not severe and the player is capable of returning with their parents approval, then player A is required to play part of the remaining quarters as the rule specifies. UNDER NO CIRCUMATANCE MAY A PLAYER RETURN IF HE/SHE SHOWS SIGNS OF A CONCUSSION.
7. Any violation of the above guidelines will result in the coach being suspended for an unspecified number of games (exceptions). Players may be disciplined by the coach for missing practice, games, etc. It is the coach's responsibility to report any player that will not play to the score - table before each game. Players being disciplined may not participate in warm-up prior to games nor during half-time.

D. Each team must have four (4) players present before a game will be started.

5. Time - Outs:

A. Team will be allowed two (2) thirty (30) second, time-outs per half. Time-outs will not be carried over from 1<sup>st</sup> half to 2<sup>nd</sup> half.

6. Overtime:

A. 6 & Under Leagues: Overtime periods will not be played.

B. All other leagues: An overtime period will be two (2) minutes in length  
\* 8 & Under Leagues, see overtime period exception Rule 1.C

C. Games will be limited to one overtime period, during regular season.

D. Each Team will receive one (1) additional time-out, per overtime period

7. Pressing by Defense:

- A. 6 Boy: Defense can press half court only. Defense can't press if they have a 15 or more point lead, until the lead falls below 10 points.
- B. 5 Boys / 6 Girls: Defense must play behind the 3 point line until the last two minutes of the game, then they may press half court only. They can't press if they have a 15 or more point lead, until the lead falls below 10 points.
- C. 7, 8 Boys and Girls: Defense may press half court only. During the last minute of the fourth (4<sup>th</sup>) quarter and in the last minute of any overtime period, the game clock will not start until the ball crosses half court.
- D. 9 & Under Boys : May press the last two minutes of the game, including all over-time periods, however defense cannot press if they have a 15 or more point lead, until the lead falls below 10 points.
- E. 10 Boys,10 Girls,12 Girls : May press the last quarter, including all over-time periods. Teams cannot press if they have a 20 or more point lead, until the lead falls below 15 points.
- F. 11,12 Boys, 14 Boys : Defense may press all four quarters. Defense cannot press with a 20 or more point lead, until the lead falls below 15 points.
- G. All Leagues: Teams not allowed to press, or can press half-court only, must allow the offensive team to dribble across the mid-court line with possession of the ball, a ball passed across mid-court line will be in play and may be intercepted by the defensive team.
- H. Penalty for an Illegal Press: Game official will issue two (2) warnings per game, per team for an illegal press. These warnings will be recorded by the scorekeeper. Following the second team warning, the next violation will result in an administrative technical foul being called, by the official. The offensive team will shoot two (2) foul shots, coach will select the shooter, and take possession of the ball at half-court. This technical foul will not count as a personal, nor team foul.

8. Offense 5 & 6 Boys and Girls:

- A. Offensive teams must penetrate the three point line before they can score. This Rule will not be enforced the last three minutes of the fourth quarter....PENALTY: If the offensive team shoots and scores before Penetrating the three point line the points will be disallowed and the ball will be Turned over to the opposing team...if the offensive team shoots, but does not score, no violation occurs and play will continue.

9. Foul Shots:
- A. 6 & under: From the bottom of broken circle.
  - B. 7, 8,9,10 & Boys & Girls: From 12 foot line
  - C. All other leagues: From regular foul line.
  - D. No player may enter the lane until ball hits the rim. 5B, 6B, 6G ONLY
  - E. Players may enter the lane once shooter releases the ball. AGES 7-14
  - F.. 5, 6,7,8,9 Boys and Girls: Foul shots are taken on shooting fouls and once a team reaches the double bonus. (Opposing team has reached ten team fouls, per half )  
Until the tenth team foul the fouled team gets to inbound the ball on offense. One + One foul shots will not be taken.
10. Lane Violations:
- A. 6 & under: No lane violation.
  - B. 7, 8, 9, 10 Boys & Girls: 3 seconds from 12 foot line.
  - C. All other Leagues: 3 seconds from regular foul line.
11. Ball Size:
- A. 6 & under: Junior Size.
  - B. 7, 8,9,10 Boys & 7, 8,10,12,14 Girls: Women's Basketball.
  - C. All other: Men's Basketball.
12. Goal Height:
- A. 6 & Under Boys & Girls - 8 Feet
  - B. 7, 8 & Under Boys & Girls - 8 Feet
  - C. All Other Leagues - 10 Feet
13. Technical Fouls:
- A. Players: Removed from game immediately, may not return, and will miss next scheduled game.
  - B. Coach: A coach receiving a technical foul will be removed from the game immediately, and will be ineligible to coach in his/her next scheduled game, the coach will also be required to meet with their Local Board before they coach in another game.
  - C. A player or coach receiving more than two technical fouls are subject to be dismissed, the remainder of the season
  - D. Only Technical fouls Administered by the Referee for unsportsman like conduct, abusive language or arguing would apply to A, B, C above.
14. Three Point Shots
- A. All Leagues except 5,6 Boys,Girls: A 3 point shot will count as 3 points

15. Officials:
  - A. 5 & under: Parks will use coaches to officiate in the 5 & under Program.
  - B. 5,6 & under Boys & 6 Girls: Parks will use one official.
  - C. All Other Leagues: Parks will use two officials.
  
16. Substitutions:
  - A. All leagues: Once a team gains a (20) point lead, this team must substitute a second string of players. Starters that leave the game at this time will be determined by the gym manager or Rec.board member on duty. Starters taken out may substitute for any starter remaining in the game at any time if approved by rec.board member or gym manager.
  
17. Cancellation of Games:
  - A. Inclement Weather: Local Board will make a decision on whether to play. These games will be re-scheduled.
  - B. Scheduled Games: All games must be played as scheduled. Canceled games will be forfeited by the team that cancels and will not be re-scheduled.
  
18. Team Formation:
  - A. All children that register will be drafted and assigned to a team by their local Board.
  
18. Practices:
  - A. The Madison County Rural Recreation Board will set date for practice to begin.
  - B. All practices will be scheduled after team formation. They will be scheduled by the local board. All teams will be given equal opportunity for practices.
  - C. EVENTS PER WEEK: Teams may for example, practice 2 times and play 1 game per week, or play 2 times and practice one time per week, or prior to season starting they may practice 3 times per week, if possible. Under no circumstance may teams have more than 3 events per week unless approve by the MADISON COUNTY RECREATION BOARD.
  
19. CURFEW. MONDAY, TUESDAY,AND THURSDAY: GAMES WILL END AT 9:15 P.M. (AGES 5-9) GAMES WILL END AT 9:30 P.M.( AGES 10-14) THIS MEANS THE GAME ENDS, THE TEAM THAT IS LEADING AT THIS TIME WILL BE DECLARED THE WINNER, IF THE TEAMS ARE TIED, IT WILL REMAIN A TIED GAME. THIS RULE APPLIES FOR REGULAR SEASON ONLY.

20. The Coach is required to carry a copy of his players birth certificates to each game or a copy of his teams 'roster, signed by the Park President. The Park President's signature will mean all players listed on the roster have shown their Birth Certificate to a Rec.Board member from their park.
  
21. All situations are to be handled thru the local board in each community. If a parent or a coach doesn't accept their vote then they may have a one-time appeal with the Madison County Recreation Board. **IF APPROVED BY THE RECREATION DIRECTOR.**