

2006-2007 YOUTH BASKETBALL RULES AND REGULATIONS

Reporting Scores: The winning coach will be responsible for contacting their schedule coordinator with the game score. The score must be called into the coordinator within 24 hours of the published game time. Failure to do so may result in the game being recorded as a tie. Your cooperation will help Maplewood Parks and Rec keep standings current. Standings may be viewed at www.ci.maplewood.mn.us. A list of schedule coordinators will be provided to the coaches prior to the first games.

- 1) PURPOSE:
The Maplewood Parks and Recreation Basketball Program is organized to teach youngsters how to play basketball and to provide them with an opportunity to experience good sportsmanship and enjoyable recreation.

- 2) ORGANIZATION:
Maplewood Parks and Recreation has overall authority and responsibility for the Basketball Program. The program is administered and directed by the Parks and Recreation Department.

- 3) ELIGIBILITY:
All players must be registered through their community. Traveling players not allowed.

- 4) LEAGUES:
Leagues will be organized by school grade with some age restrictions.
GRADES 3 AND 4 (MITE LEAGUE)
GRADES 5 AND 6 (SQUIRT LEAGUE)
GRADES 7 AND 8 (MIDGET LEAGUE)

If an area enters more than one team in a given league, the teams must be approximately balanced in regard to grade, e.g., one team cannot be predominantly sixth graders, leaving another team with mainly fifth graders.

Area League Directors must approve player transfers, or any addition to the official roster.

- 5) LEAGUE GAMES:
Games will start promptly at the time and place scheduled. In the event of inclement weather, the postponement of games will be announced over WCCO radio. Note: Games canceled by a Coach will not be made up. If a team cannot field four players by 10 minutes after the scheduled game time, it will forfeit the game. (Coaches will arrange an officiated scrimmage game in the allotted time.) A team may play with a player who has 5 fouls, provided the team has no additional players

available. The fifth player will be the last player to foul out, NOT a player who has previously fouled out. Any additional fouls on that player will result in two free throws and the ball.

Officials will have complete control of the game and the gym. Officials will have the authority to control coaches and spectators by assessing technical fouls or forfeiting games. In the event of problems with fan or crowd control, the official will stop the game and will ask the coach of the team whose fans are a problem, to address the issue by speaking to the fan(s). Many of our officials are youth or young adults; we do not feel that they should be put in the position of having to confront adult spectators. Fan control will be the responsibility of the coaches.

Hosting communities will provide the game officials, including an official scorer. If for some reason these are not provided, the two coaches should agree on the best conditions possible, solicit volunteer officials, and play the game.

6) RULES:

The Minnesota State High School Basketball Rule Book shall serve as our official rulebook. Our Special League Rules will always take precedence over the rulebook.

Coaches: Coaches should be at least 18 years of age. Every team should have an Assistant Coach who may be younger than 18 years old. No more than two coaches will be allowed in the area of the team bench. Additionally, a (silent) team scorer will be allowed on the team bench or at the scoring table, if space is available. Spectators must stay away from the team bench.

Sportsmanship: Coaches are responsible for the leadership, and thus the sportsmanship of their teams. Sportsmanship is displaying respect for opponents and officials. Coaching leadership is most effectively achieved by treating persons fairly and courteously, maintaining self-control in emotionally charged situations, teaching with encouragement and inspiring youngsters to derive satisfaction from solid team play and improving individual performance. Coaches must be concerned primarily about the long-range physical and mental well being of all of the youngsters in the program.

Rules Interpreter: Questions about rule interpretation should be directed to Maplewood Parks and Recreation.

Players: For each game, every team member that is present must play at least the minimum time in EACH HALF, except injured players or players being disciplined. If a coach plans to use a player only briefly for reasons of health or discipline, the coach should so inform the officials and the opposing coach so his/her intentions are clarified.

Infractions that shall lead to disciplinary loss of playing time should be clearly defined by the coach at the start of the season so that players and their parents are aware of the team rules. When disciplinary action is taken, the coach must communicate with the player involved, and ideally with his/her parents, so that the infraction and disciplinary action are clearly understood by all parties. Violations of the Playing Time Rule can result in the game being forfeited by the offending team. Officials and the Official Scorekeeper will enforce this rule to the best of their ability. Coaches suspecting a team of violating this rule (it is difficult for the officials to monitor) should politely point it out to the game official and let it go at that until after the game at which time the coach should contact Parks and Recreation at (651) 249-2121. We, in turn will make every effort to monitor the games of the accused team.

NOTE: In the event that a team has more than 10 players, each player should play a minimum of 40% of the game.

NOTE: If a team has 9 players, no one player can play over 5/8 of the game. Keep in mind we divide each quarter in half, so we have 8 parts in a game - - so 5/8 of a game is 2 ½ quarters.

NOTE: If you have fewer than 9 players, please do your best to play everyone as equally as possible.

Substitution: Every substitute player must report his/her number to the official scorer and then wait until an official on the court waives him in.

Overtime All Grades: Each period will be two (2) minutes stop time. If you decide to play five (5) players only in first overtime, please keep in mind if a second overtime occurs a different group of 5 players must play that overtime. You do have the option of switching players in the first overtime if you prefer.

Timeout: Each team will be allowed three (3) timeouts per game during regulation time. Each team will be allowed one (1) timeout per overtime period. NOTE: Any unused timeouts from regulation time will not be carried over into overtime.

A team calling a timeout when it has none left, will receive a warning on the first offense, the second offense will result in a technical foul, which is an automatic two points and the ball.

Jump Balls: In all leagues, the only jump balls will be at the beginning of the game and the beginning of all overtime periods. For all other jump ball situations, alternate possession will be used including the start of quarters and the second half.

Over-and-back will be called in all leagues including the Mite League. The line used will be the opposing teams fall back line at John Glenn and the mid-court in all other gyms.

Technical Fouls: Two free throws will be shot by a player on the court and the ball will be awarded to the opponent of the offending team. **Note:** If a coach, the bench or a fan is given a technical foul the offended team will be given an automatic 2 points (no shots) and the ball.

Scoring: Two points will be awarded for field goals. One point for free throws. Three point field goals will be allowed in 5/6 and 7/8 grade level when played on a court where a three-point line exists.

Protests:

Protests will not be allowed. Blatant disregard for league rules will result in a forfeit for the offending team. Maplewood Parks and Recreation should be contacted with concerns of blatant disregard of rules.

Please understand that this is a judgment call for the officials. Coaches concerned that an opponent may be playing an illegal defense should raise the issue with the officials in a positive and constructive manner.

Two coaches are permitted on the bench. A third person can only be a scorekeeper and must sit at the score table.

ALL DIVISIONS

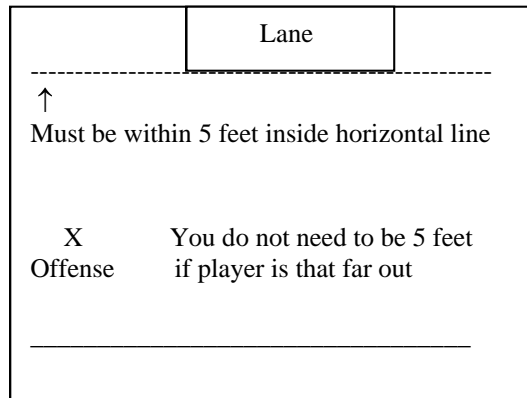
- 1) Running time except during:
 - a. Free throws
 - b. Time-outs
 - c. Last 2 minutes of the 4th quarter
 - d. Substitutions at midpoint in quarter
 - e. Coach Note: At the mid-quarter official's time-out for substitutions coaches are not allowed to instruct players. The purpose of this time-out is to get substitutes into the game. The time-out should take no longer than a minute. Coaches who delay the resumption of the game, because they are using this break to coach the team, risk being charged with a time out.

3/4 GRADE LEAGUES:

- 1) Four nine (9) minute quarters
- 2) Clock does not stop during the last 2 minutes of the 4th quarter if a team is ahead by 15 points or more. It will continue to run even if the lead is cut to fewer than 15 points.
- 3) Free throws: will be shot from 2 feet in front of the foul line. A player may cross the line as long as it is not intentional.
- 4) No full court press.

- 5) 3/4 Graders will use a nine (9) foot basket.
- 6) In the 3/4 grade leagues, the team shooting the ball (or losing possession) shall fall back on defense as soon as the other team controls the ball. The ball does not need to be cleared in this league.
- 7) Defensive play: All players must play person to person. A player must be within 5 feet of the player he/she is defending, except when a player is outside of the horizontal double-team line.

Example:
area



Double-teaming **is allowed inside the horizontal line**. Official will warn once then impose technical fouls on subsequent infractions. Two free throws will be shot by a player on the court and the ball will be awarded to shooting team.

NOTE: 3/4 Grade level. Four corner-spread offenses will not be allowed. You will be warned once. The second violation is a Bench Technical. Automatic 2 points will be awarded and the ball for the opponent of the offending team.

3/4 Grade League: This league will not have a season-end tournament.

5/6 GRADE BOY'S AND GIRL'S LEAGUES:

- 1) Four nine (9) minute quarters.
- 2) Clock does not stop during last two minutes of the 4th quarter if a team is ahead by 15 points or more. It will continue to run even if the lead is cut to less than 15 points.
- 3) Free throws: will be shot from the foul line.
- 4) Zone and person to person defenses are allowed. NOTE: No full court press will be allowed at this age level.
- 5) Three point shots are allowed in gyms where there is a 3-point line.
- 6) A team will be on defense when it loses possession of the ball in either of two ways:
 - a) When a team shoots the ball and the other team gets the rebound and clears the ball, the team that shot is on defense and must drop back. A rebound taken within the key shall be cleared by dribbling or passing successfully out of the key. A rebound taken outside of

the key shall be cleared when the rebounding player dribbles or passes successfully to a teammate.

- b) When a team loses possession of the ball without taking a shot, it is on defense and must drop back as soon as the opposing player dribbles or successfully passes the ball to a teammate.

NOTE: 5/6 Grade level. Four corner-spread offenses will not be allowed. You will be warned once. The second violation is a Bench Technical. Automatic 2 points will be awarded and the ball for the opponent of the offending team.

5/6 Grade Level: Will have a season-end tournament.

ALL DIVISIONS

- 1) Running time except during:
 - a. Free throws
 - b. Time outs
 - c. Last 2 minutes of the 4th quarter

7/8 GRADE LEVEL BOYS AND GIRLS LEAGUES:

- 1) Four nine (9) minute quarters.
- 2) Clock does not stop during the last 2 minutes of the 4th quarter if a team is ahead by 20 points or more. It will continue to run even if the lead is cut to less than 20 points.
- 3) Free throws: will be shot from the foul line.
- 4) At this level we will play Minnesota State High School Rules except you will not be allowed to full court press if your team is ahead by 15 points or more.
- 5) All forms of defense are allowed. Example: Person to person, zone, combination of person to person & zone, double & triple teaming, etc.

Tournament:

The 3/4 Grade League will not have a tournament. The 5/6 and 7/8 Grade Leagues will have a post-season tournament. Teams will be matched according to final league standings and placed in the appropriate tournament bracket. Ties in the standings will be broken by a coin flip to determine tournament position. All teams tied for first place in the league will receive a league award.

League rules and official rosters will be in effect for the tournament. No changes in the roster are permitted.