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## Rule Changes and Points of Emphasis for 2011-12

- In 1<sup>st</sup> and 2<sup>nd</sup> grade, coaches are expected to play each of their players at least 20 minutes each game. In 3<sup>rd</sup> – 7<sup>th</sup> grade, coaches are expected to play each of their players a minimum of 15 minutes each game (including the post season tournament). (Page 6, Rule 4)
- In 1<sup>st</sup> – 4<sup>th</sup> grade, the defense may only play half-court man to man. Full-court defense, zone defense and defensive double teaming outside the lane is not permitted. (Page 13-15, Rule 12-15)
- The Blue Valley School District has allowed our basketball program to use their gyms. It is the responsibility of players, parents and coaches to take care of the gyms and schools. When in the schools, players and other children should be supervised at all times. (Page 4, Rule 2)
- No jewelry, watches, rings, bracelets, barrettes, hard headbands, or earrings, or anything that the official judges to be unsafe are allowed to be worn by players. Tape placed over earrings is not acceptable, they must be removed. In addition, no splints or casts may be worn, even if padded. (Page 6, Rule 5)
- All teams purchase their own uniforms. The jersey should be a two-color, reversible jersey (one white and one dark) or a team should have two sets of jerseys. (Page 6, Rule 5) Numbers can be any combination of 0, 1, 2, 3, 4 and 5.
- There may be no more than three (3) adults sitting on the bench or near the bench area. Pursuant to High School Federation rules, only the head coach may stand during play and only if the coach is instructing or encouraging the players. (Page, Rule 4). The coach may lose this privilege based on his/her behavior.
- Teams are strongly encouraged to have numbers on the front AND back of their jerseys. This helps players, officials, scorekeepers, and supervisors identify the players quickly and efficiently.
- First and second grade teams are required to make one pass after the half court line has been crossed before a shot is taken.
- Grades 5, 6, and 7: Teams may not full-court press with a 15 point or more lead.
- Teams will be given two timeouts per half and one timeout per overtime period. Timeouts cannot be carried over.

**BLUE VALLEY RECREATION BASKETBALL  
OFFICIAL RULES  
2011-12**

**INTRODUCTION**

The following rules, supplemented by the National Federation of State High School Associations, shall govern play and conduct at all BVRC youth basketball games. These rules have been drawn in accordance with the purposes and aims of BVRC, and have as their basis the development and teaching of the elements of good sportsmanship and fair play. The BVRC and the Basketball Advisory Council shall be the interpreter of these rules.

There has never been a set of rules or laws that are completely without loopholes. When a parent, an individual, or a team is basing a protest or defense on merely a minor technical point or loophole that is contrary to tradition, accepted practice, fair play or good sportsmanship, the spirit of the law will be considered as well as the letter of the law.

**Rule 1. SPORTSMANSHIP**

- A. Sportsmanship shall be a top priority. All coaches, players, parents and spectators shall observe good sportsmanship. The referees and staff will have complete authority to enforce good sportsmanship.
  - 1. Head coaches will be responsible for the conduct of their assistant coaches, players, and spectators.
  - 2. There will be a zero tolerance policy on swearing for all players, coaches and spectators.
  - 3. Tobacco and alcohol are not allowed on the premises.
  - 4. Coaches are encouraged to hold a team meeting with parents and players to discuss their conduct, the rules, and player responsibilities.
  - 5. Coaches who abuse the rules, or who fail to demonstrate proper conduct and sportsmanship, will be subject to a disciplinary hearing which could result in immediate suspension.
  - 6. New this year, a sportsmanship speech will be given before each game as a reminder of what is expected of the coaches, players, and fans.

**Rule 2. GYM CONDUCT**

- A. The Blue Valley School District has allowed our basketball program to use their gyms. It is the responsibility of players, parents and coaches to take care of the gyms and schools. When in the schools, players and other children must be supervised at all times.
  - 1. Do not allow players to bounce basketballs in the hallways or in the gym while another game is in progress.
  - 2. Any child causing damage to school property will result in the parents being charged for repairs.

3. Coaches should check the gym, hallway, and bathroom for any damage to the school before and after practice and games. If any damage is found please report it to the BVRC.

### **Rule 3. GAMES**

- A. Games will not begin prior to the scheduled game time.
- B. There may be no more than three (3) adults sitting on the bench or near the bench area. Pursuant to High School Federation rules, only the head coach may stand during play and only if the coach is instructing or encouraging the players.
- C. In 1<sup>st</sup> and 2<sup>nd</sup> grade, coaches are expected to play each player at least 20 minutes each game. In 3<sup>rd</sup> – 7<sup>th</sup> grade coaches are expected to play each player a minimum of 15 minutes each game (including the post season tournament).
  1. Should a coach witness another coach violating the playing time rule, he/she should notify the BVRC Sports Department.
- D. There will be a minimum of 5 minutes of warm-up time between games, even if the games are running behind.
- E. Halftime will be 4 minutes in length.
- F. A player may be on the roster for only one BVRC team.
- G. Only players are allowed on the court during timeouts and halftime.

### **Rule 4. EQUIPMENT/UNIFORMS**

- A. All teams purchase their own uniforms. The jersey should be a two-color, reversible jersey (one light and one dark) or a team should have two sets of jerseys.
  1. The home team, listed first on the game schedule, wears the white colored jersey and the visiting team the dark jersey. A number on the front and back is required.
  2. Numbers can be any combination of 0, 1, 2, 3, 4 and 5.
- B. Players wearing a t-shirt under their jersey must wear either a color matching the game day jersey color or white. Jerseys must be tucked inside shorts.
- C. No jewelry, watches, rings, bracelets, barrettes, hard headbands, or earrings, or anything that the official judges to be unsafe are allowed to be worn by players. Tape placed over earrings is not acceptable. In addition, no splints or casts may be worn, even if padded.
- D. Each team is responsible for providing their own game and practice basketballs. All leagues use a 28.5 basketball.

### **Rule 5. SUBSTITUTE PLAYERS**

- A. If a team has less than 6 players for a game the coach may use substitute player(s) from another BVRC team with the following guidelines.
  1. The maximum number of players a coach may invite is two.

2. A substitute player may only participate if the team has less than 6 roster players at the start of the game.
3. 1<sup>st</sup> – 3<sup>rd</sup> grade teams may only pick-up a player from their own grade.
4. 4<sup>th</sup> – 7<sup>th</sup> grade teams may only invite a player(s) from a lower division within their own grade or from the next grade below.

#### **Rule 6. SCOREKEEPING**

- A. The home team is responsible for providing one scorekeeper at the official scorer's table to maintain the scoresheet. The visiting team is responsible for providing one scorekeeper to operate the scoreboard. Adults are encouraged to perform these duties. Anyone 18 and under must be agreed upon by both coaches prior to the game.
- B. Scorekeepers are also game officials and should be treated with the same courtesy and respect as an official.
- C. 1<sup>st</sup> and 2<sup>nd</sup> grade do not have scorekeepers.

#### **Rule 7. FORFEITS**

- A. Game time is forfeit time. However, a forfeit may not be called without approval from the gym supervisor.
- B. A team must start a game with a minimum of four players, but may finish with less than four players if necessary due to fouls or injuries.

#### **Rule 8. PROTESTS**

- A. 1<sup>st</sup> – 3<sup>rd</sup> grade: Protests are not allowed.
- B. 4<sup>th</sup> – 7<sup>th</sup> grade:
  1. Only protests regarding player eligibility are allowed. Coaches must indicate during the game to the gym supervisor if they wish to protest. If a protest occurs the head coach must notify the BVRC sports department by the following Monday.

#### **Rule 9. INTERACTION WITH OFFICIALS**

- A. Coaches may only speak with the officials during timeouts or at halftime and only regarding a rule clarification.
- B. Should a coach address the officials at any other time, an unsportsmanlike technical foul could be assessed.
- C. Abusive language before, during or after a game toward an official or opposing coach will result in automatic ejection from the game, plus a mandatory appearance before the Basketball Advisory Council.

#### **Rule 10. TECHNICALS AND EJECTIONS (4<sup>th</sup> – 7<sup>th</sup> Grades)**

- A. All unsportsmanlike technical fouls are two shot fouls plus loss of possession.
- B. Listed below are the penalties for a coach who receives an unsportsmanlike technical foul:
  1. One technical will result in a warning from BVRC staff.

2. Two technicals in a game or season will result in an immediate ejection from that game in addition to being suspended from the next game. An appearance before the Basketball Advisory Council may be required.
  3. Three technicals in a season will result in a suspension from your next game and an appearance before the Basketball Advisory Council will be required.
  4. If a coach is ejected from a game, the coach must leave the building and may not return during or after the game.
- C. Listed below are the penalties for a player who receives an unsportsmanlike technical foul:
1. A technical will result in the player sitting out 20 minutes. If the technical occurs in the second half they will sit out the remainder of the game.
  2. Two technicals in a game will result in an immediate ejection from that game in addition to being suspended from the next game. An appearance before the Basketball Advisory Council may be required. Two technicals in a season will result in a suspension from the next game. An appearance before the Basketball Advisory Council may be required.
  3. Three technicals in a season will result in a suspension from your next game and an appearance before the Basketball Advisory Council will be required.
  4. If a player is ejected from a game the player must leave the building.
- D. Coaches are responsible for their spectators. Technicals called on the bench or spectators are charged to the head coach and penalties will be assessed to the head coach. Any spectator ejected by an official from a game will result in suspension from the next game. An appearance before the Basketball Advisory Council may be required.
- E. Fighting will result in an immediate ejection, suspension for the following game and a mandatory appearance before the Basketball Advisory Council.
- F. Technical fouls for illegal defense/offense will result in a warning and the ball out of bounds for the opposing team. These do not count as a team foul. Result will be loss of possession.
- G. Unsportsmanlike technical fouls could be applied for blatant disregard of the rules.

#### **Rule 11. RULES SPECIFIC TO 1<sup>st</sup> and 2<sup>nd</sup> GRADE**

- A. Games will be scheduled for January and February. Each 75 minute game session allows for 30 minutes of practice time, followed by a 45 minute 3-on-3 game.
1. Each game will consist of two 20 minute halves. The clock will run continuously, stopping every 5 minutes for substitutions. Substitutions may be made only at these 5 minute intervals, except to substitute for an injured player.
- B. There will be no overtime periods.

- C. There will be no timeouts.
- D. The height of the basketball goal will be 8 feet.
- E. Free throws will not be shot.
- F. Scores and standings will not be kept.
- G. Defense may only play half court man to man. Full court and zone defenses are not permitted. Man to man defense is defined as guarding within 6 feet of a player.
- H. Defensive double teaming is only allowed when the offensive player, with the ball, is in the lane.
- I. Players may steal a pass but not off the dribble or from the opponent with the ball in their hands.
- J. Fast breaks are not allowed. Teams are required to make one pass after the half court line has been crossed before a shot is taken.
- K. One-man or stack offenses are not allowed.
- L. Once a defensive player secures a rebound, it is considered possession in backcourt. There is no defense allowed in the backcourt. If a defensive player secures the rebound and an opposing player reaches in to “tie up” the ball, the referee should waive off the “jump ball” and award the ball to the defensive team.
- M. A jump ball will be used to start the game.

#### **Rule 12. RULES SPECIFIC TO 3<sup>rd</sup> GRADE**

- A. The goal height is 8 feet.
- B. Technical fouls for illegal defense/offense will result in a warning and the ball out of bounds for the opposing team. These do not count as a team foul.
- C. If a team is ahead by 20 points at any point in the game, the score will be turned off and will remain off.
- D. Standings will not be kept for the 3<sup>rd</sup> grade league.

#### **Rule 13. RULES SPECIFIC TO 4<sup>th</sup> GRADE**

- A. The goal height will be 9 feet.

#### **Rule 14. RULES SPECIFIC TO 3<sup>rd</sup> and 4<sup>th</sup> GRADE**

- A. Free throws will be shot from 12 feet.
- B. Each game will consist of two, 20 minute halves with a running clock only stopping on timeouts and the last two minutes of each half. If a team is ahead by 20 or more points the clock will not stop during the last two minutes of the game.
- C. A player with the ball within the 5 second area (half court to the top of the key constitutes the 5 second area) must pass, shoot or dribble the ball past the area within 5 seconds.
- D. Defense may only play half court, man to man. Full court and zone defenses are not permitted. Man to man defense is defined as guarding within 6 feet of the player. If an illegal zone is called, the first violation is a warning and subsequent violations will be a technical.

- E. Defensive double teaming is only allowed when the offensive player with the ball is in the lane. If defensive double teaming occurs outside of the lane, the first violation is a warning and subsequent violations will be a technical.
- F. Offenses must be set up in a normal five man pattern. Stacking or spreading players to the corners is not allowed.
- G. Once a defensive player secures a rebound, it is considered possession in backcourt. There is no defense allowed in the backcourt. If a defensive player secures the rebound and an opposing player reaches in to "tie up" the ball, the referee should waive off the "jump ball" and award the ball to the defensive team.
- H. Teams will be given two timeouts per half and one timeout per overtime period. Timeouts cannot be carried over.
- I. Overtimes will be 2 minutes with the clock stopping on all whistles. Possession will be determined by jump ball.
- J. Coaches are allowed 20 seconds for a line-up, but to move the game along, the frequency of the line-up should be kept to a minimum. Both coaches must use this time to get the line-up set.

**Rule 15. GENERAL RULES SPECIFIC TO 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup> GRADES**

- A. Teams may not full-court press with a 15 point or more lead.
- B. Each game will consist of two, 20 minute halves with a running clock, only stopping on timeouts and the last two minutes of each half. The clock will not stop within the last two minutes of the game if a team is ahead by 20 or more points.
- C. Teams will be given two timeouts per half and one timeout per overtime period. Timeouts cannot be carried over.
- D. Overtimes will be 2 minutes and the clock will stop on all whistles. Possession will be determined by jump ball.
- E. Goal height for these grades is 10 feet.

**Rule 16. POST SEASON TOURNAMENT**

- A. Undefeated teams during the regular season will move up one division for the post season tournament.
- B. Teams with no wins during the regular season will move down one division for the post season tournament.