

TABLE OF CONTENTS

	Page	Rule #
Rule Changes/Points of Emphasis	1-2	-
Sportsmanship	2	1
Games	2	2
Equipment/Uniforms	3	3
Substitute Players	3	4
Scorekeeping	3	5
Forfeits	3	6
Protests	3	7
Interaction with Officials	3	8
Technical Fouls and Ejections	3-4	9
Rules Specific to 2nd, 3rd & 4th	4	10
Rules Specific to 5th - 8th Grade	5	11
Rules Specific to 2nd – 8th Grade	5	12

Rule Changes and Points of Emphasis

- The Blue Valley Recreation Summer Basketball League will have all games being played at Hilltop Recreation Center. It is the responsibility of players, parents and coaches to take care of the gyms.
- 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 2, Rule 2.B). The coach may lose this privilege based on his/her behavior.
- All head coaches will remain seated during live ball play. There will be two exceptions to this rule. The head coach may stand within the bench area and briefly give instruction to players (less than 10 seconds). The head coach may also briefly stand and cheer for his team (less than 5 seconds). Head coaches may stand during dead ball situations and give instruction but must be seated when the play becomes live. Assistant coaches do not have the same privileges as head coaches and must stay seated at all times. The officials will warn the head coach if an assistant coach is standing in the coaches' box and any further abuse of this rule will result in all coaches losing their coaching box privileges for the remainder of the game and could possibly result in a technical foul being assessed.
- In all grade divisions (2nd – 8th); if a team has **6** or less players for a game the coach may use substitute player(s) from another BVRC team with the following guidelines.
- Substitute players must be registered in the same grade division or any lower grade division.
- Basketball Sizes:
 - Grade 2 will use a 27.5 basketball.
 - Grades 3-8 will use a 28.5 basketball.
 - (Page 3, Rule 3.D)
- Goal Height:
 - 2nd Grade: 8 Feet (Page 4, Rule 10.A)
 - 3rd Grade: 9 Feet (Page 4, Rule 10.A)
 - 4th- 8th Grade: 10 Feet (Page 4, Rule 10.A)
- Teams playing in the 2nd grade league may only steal a pass, not off the dribble or from the opponent with the ball in their hands.
- In all grade divisions, if a team is up by 20 points or more, the score will be turned off the scoreboard until the score is back within the 20-point margin. The game clock will continue to run.

BLUE VALLEY RECREATION SUMMER BASKETBALL OFFICIAL RULES

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 up 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 interpreters 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. A sportsmanship speech will be given before each game as a reminder of what is expected of the coaches, players, and fans.

Rule 2. 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 2nd – 8th grade coaches are expected to play each player a minimum of 15 minutes each game).
 - 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. Games will consist of 2 – 20-minute halves. A game clock is a running clock until the last two minutes of each half or if a timeout is called.
- F. Halftime will be 4 minutes in length.
- G. A player may be on the roster for only one BVRC team.
- H. Only players and coaches are allowed on the court during timeouts and halftime.

Rule 3. EQUIPMENT/UNIFORMS

- A. All teams purchase their own uniforms. The jersey should be a two-color, reversible jersey (one light and one dark) or teams should have two sets of jerseys.
 - 1. The home team 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 an undershirt under their jersey must wear either a color matching the game day jersey color or white. Jerseys must be tucked inside shorts. Shooting sleeves, headbands, wristbands or any other legal accessory must be a solid color.
- 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 practicing basketball. 2nd Grade will use a 27.5 basketball and Grades 3-8 will use a 28.5 basketball.

Rule 4. SUBSTITUTE PLAYERS

- A. If a team has **6** or less 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 **6** or less roster players at the start of the game.
 - 3. All 2nd – 8th grade teams may invite a player from their own grade or the grade below.

Rule 5. 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. In all grade divisions, if a team is up by 20 points or more, the score will be turned off the scoreboard until the score is back within the 20-point margin. The game clock will continue to run.

Rule 6. 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 7. PROTESTS

- A. There will be NO protests allowed for all grade divisions.

Rule 8. INTERACTION WITH OFFICIALS

- A. Coaches may only speak with the officials during timeouts or at halftime and only regarding 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.
- D. Gym Supervisors are at each gym for any scoreboard and scorekeeping questions.

Rule 9. TECHNICALS AND EJECTIONS

- A. There are two types of Technical Fouls: Administrative and Unsportsmanlike.
- B. All technical fouls will result in two shots for the opposing team plus loss of possession.
 - 1. Administrative Technical Fouls will be assessed against the team for infractions such as too many players on the court, illegal uniforms, etc. or any other infraction that the official deems necessary.
 - 2. Unsportsmanlike technical fouls will be assessed for all other infractions.
- C. Any technical fouls called on an assistant coach or benched player(s) will not be assessed to the head coach but given directly to the person(s) in question.
- D. Listed below are the penalties for coaches and players who receive unsportsmanlike technical foul(s):
 - 1. One in a game:
 - COACH** = warning from BVRC staff plus that coach must remain seated for the remainder of the game.
 - PLAYER** = the player must sit out for 20 minutes. If the technical occurs in the second half, they will sit out the remainder of the game.
 - 2. Two in a game will result in an immediate ejection from that game in addition to being suspended from their next scheduled game. An appearance before the Basketball Advisory Council may be required.

3. Two in a season will result in a suspension from the next game. An appearance before the Basketball Advisory Council may be required.
 4. Three in a season will result in a suspension from your next game and an appearance before the Basketball Advisory Council will be required.
 5. A coach or player ejected from a game must leave the building and may not return during or after the game. He or she will be suspended for their next scheduled game.
- E. Fighting will result in an immediate ejection, suspension for the following game and a mandatory appearance before the Basketball Advisory Council.
- F. 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.

Rule 10. RULES SPECIFIC TO 2nd - 4th GRADES

- A. The goal height is 8ft for 2nd, 9ft for 3rd, 10ft for 4th
- B. Free throws will be shot from 12 feet.
 1. When lining up for free throws the first position will be below the block with 3 players on each side of the lane line.
- B. 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.
- C. Offenses must be set up in a normal five-man pattern. Stacking or spreading players to the corners is not allowed.
- E. Illegal offense will result in a warning and the ball out of bounds for the opposing team.
- F. Defenders may “help” his/her teammate when the opposing player makes a definite drive to the basket and/or if the ball is in the lane.
- G. Teams playing with less than 5 players must continue to play man-to-man defense.
- H. 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.
- I. **Man to Man Defensive Rules**
 1. Man to man defense is defined as guarding within 6 feet of a player.
 2. Defensive players may only “help” his/her teammate when the ball is in the lane.
 3. On pick and rolls outside the lane, teams must either switch or stay with the player they are guarding.
 - a. 2nd and 3rd grade defensive violation will result in the ball being awarded to the offensive team.
 - b. 4th grade defensive rule violation will consist of 2 warnings per half. All subsequent violations will result in the offensive team being awarded 1 point and possession of the ball.
 4. Grades 2nd-4th will be able to play full court man to man defense within the last 30 seconds of the game if the game score difference is 10 points or less.

Rule 11. GENERAL RULES SPECIFIC TO 5th - 8th GRADES

- A. The goal height is 10 feet.
- B. 5th – 8th Grade Boys teams may full-court press and play zone defense.
- C. 6th – 8th Grade Girls teams may full-court press and play zone defense.
 - a. No Pressing Allowed for 5th Grade Girls. Zone Defense is allowed.
- D. Teams may not full-court press with a 15 point or more lead.
- E. Players are allowed to play double team defense on their opponent.

Rule 12. GENERAL RULES FOR ALL GRADES 2nd – 8th

- A. If a team is ahead by 20 points at any point in the game, the score will be turned off and will remain off. If the score returns to a difference of 10 or less points, the score will be turned back on for the remainder of the game.
- 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. There will be only 1 overtime period if there is a tie at the end of regulation.
- D. Teams will be given two timeouts per half and one timeout during the overtime period. Timeouts cannot be carried over.

- E.** The overtime period will be 2 minutes and the clock will stop on all whistles. Possession will be determined by jump ball. There will be only 1 overtime period, if the game is tied after the overtime period; the game will result in a tie.
- F.** 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.
- G.** There will be no standings recorded.