



YMCA OF CALLAWAY COUNTY YOUTH BASKETBALL RULES

The purpose of the YMCA is to provide training in the sport of basketball in an atmosphere of good sportsmanship and fair play with an equal opportunity for growth of individual skills, team play and the true enjoyment of playing basketball. The following rules should be interpreted consistent with this philosophy and should not be used as a tool to achieve victory on a technicality.

PLAYER REQUIREMENTS

1. Coaches must provide a program registration form for each player (or team waiver) and a signed code of conduct brochure before playing the first game. (If not, the player will not be able to play until it is turned in.)
2. Three coaches per team are allowed on the bench during the game. Each coach must sign a coach's code of conduct form.
3. Before the start of the game, both teams are required to meet at center court to listen to the officials read off main points of the YOCC code of conduct. Players and coaches are to respond with "I will". The entire team and at least one coach should present.

SPORTSMANSHIP

1. Coaches, parents, and players must make EVERY effort to cooperate with the referees. Technical fouls (T's) will be imposed against a team for any unsportsmanlike behavior. Coaches are also responsible for the actions of their teams' parents. If a parent receives a technical foul, it will be assessed to the coach.

The 1st technical foul received by a coach will result in sitting on the bench for the remainder of the game. If a coach receives a 2nd, he/she will be removed from the game and the facility. If a coach or player receives two technical fouls or is otherwise ejected from a game, he/she will be suspended from the following game. It will be automatic ejection and suspension for any coach to walk onto the court during play. Suspension means that he/she will not be allowed to coach or be present in the gym for the suspended game.

TIME PERIODS

1. Length of Playing Time
 - a. Four quarters will be 8 minutes in length. Clock starts when the ball goes into play. Clock stops only during time-outs and at the whistle during the last 2 minutes of the second and fourth quarters and any overtime.
 - b. Rest intervals between quarters shall be one (1) minute, exception being half time that shall be five (5) minutes.
 - c. If a team is up by 20 points the clock will run, this includes the second and fourth quarter.
 - d. The clock will not stop during the last two minutes of the second and fourth quarters in the K-2nd grade league.
2. Time-outs
 - a. Two (2) 1-minute time-outs per half may be called per team for all age groups. One extra time-out will be awarded in the event of a 2-minute overtime and in sudden death overtime. Any time-outs not used during the regulation game are lost.
3. Overtime



- a. The first overtime period will be 2 minutes. The next overtime period will be sudden death (first point scored) ****Certain situations/rules may trump first to score rule****. Rest periods of 2 minutes prior to overtime and 1-minute prior to sudden death.

GAME POSTPONEMENTS/FORFEITS

1. Teams are expected to play the games as scheduled.
2. Games will start promptly at their scheduled times. Teams must have 5 players to start a game. Game time is forfeit time!

FOUL OUTS/INTENTIONAL FOULS

1. If a player gets 5 fouls, she is out of the game. This player may not, under any circumstances, remain in the game. A team may continue with less than 5 players only if no other player is available.
2. If a player commits an intentional foul, the offended team will shoot 2 free throws and receives the ball out of bounds where the foul took place. Intentional foul is made when defense does not make a play on the ball (Officials call).

FREE THROWS

1. Foul line-- for 3rd -4th will be at the 3rd hash mark. 5th/6th grade will be required to shoot, regulation distance (15ft) and may cross the line. For K-2nd grade division, free throw will be moved to and assigned to the 2nd hash mark.
2. Shoot (1 and 1) on the 7th team foul in each half.
3. Shoot 2 on 10th team foul in each half.
4. Players may enter the lane on the release, the shooter must wait until the ball hits the rim, before he/she can attempt to rebound.
5. Fouls in the act of shooting and intentional fouls will always result in 2 free throws for the fouled player (bonus does not apply).
6. Excessive swinging of arms or hands by defensive players during free throws is discouraged. First offense is a warning. Second offense is a technical foul.
7. There is no continuation play for shooting fouls.

PRESSING

1. There is no pressing at all for the K-2nd grade division. Teams must play defense at the half court.
2. For 3rd/4th grade division, there is no pressing **except the last two minutes of the game. But not if they are leading by 10 points or more.**
3. The 5th/6th grade division can press the whole game, **but not if they are leading by 10 points or more.**
4. Any team leading by 10 points or more may not press. (Please drop back and pick up at half-court.)

SCOREKEEPING AND TIMEKEEPING

1. Each team must supply one person for official scorekeeping/timekeeping.

SPECIAL RULES

The rules of the Missouri State High School Activities Association are in effect with the stated exceptions and additions in the rules above and following.

1. This division will be able to shoot a 3-point goal on courts clearly marked for that purpose. If both ends of the court are not clearly marked, the 3-point goal is not in effect for that game.
2. Technical fouls: The offended team will be awarded two (2) free throws and possession of the ball. Any player may shoot the free throws, including an incoming substitute, and any player may inbound the ball at mid court following the free throws.
3. Substitution: Substitutions may be made only when the ball is dead. A substitute player must report to the scoring table before entering a game and must not enter the court until called by the referee. Failure to follow this procedure will result in a technical foul against the player.



- a. In K-2nd & 3rd/4th Grade leagues, there will be an official substitution time-out at the 4-minute mark of each quarter. This will only be for a change of players.
4. Protests: No games may be protested.
5. Jump ball will only be conducted to begin the games. All others will be alternating.

POST SEASON PLAY

3rd-6th will have an end of the season post tournament. Dates and times are TBA. If there are multiple ties between teams the tie breaker criteria will be as follows:

- Head to Head
- Point Differential Tied Teams Only (by 15max)
- Fewest points allowed

GAME BALL

- K-2nd will use 27.5 size game ball.
- 3rd-4th will use a 28.5 size game ball.
- 5th-6th will use 28.5 (Girls)/29.5(Boys)

GOAL HEIGHT

- K-2nd goal height 8ft
- 3-6th goal height 10ft

If you have any suggestions or complaints, please put them in writing and turn them into the YMCA.