



# CITY OF BROADVIEW HEIGHTS

Sam Alai, Mayor

Paula Horner, Recreation Director

Basketball Commissioner

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2011-

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Rev 1.41  
Updated  
12/4/11

## **YOUTH BASKETBALL RULES & REGULATIONS**

*Applicable to all Leagues that play other Broadview Heights teams only.*

### **Boys 4<sup>th</sup> Grade Rules**

All games will be officiated based on the National Federation of State High School Association Rules; which will be in effect unless otherwise noted in this supplement.

#### **GENERAL RULES**

- 1) The game ball will be a 28.5 sized ball.
- 2) Teams will start at the basket they warmed up at. Teams will switch sides at the half.
- 3) Benches will be provided for the participants and their manager only. All players will be expected to use these benches when they are not participating in the game. Players should remain seated on the benches and only leave the bench area when they are going to substitute into the game. Managers should remain in the bench area and not obstruct the view of the scorekeepers.
- 4) Players with five (5) personal fouls shall foul out of the game.
  - a) Players remaining times shall be made up EQUALLY between the rest of the players, this is not an opportunity to play one player an excess amount of time.
- 5) All games will go to one and one penalty on the seventh (7th) team foul each half, and two (2) foul shots after the tenth (10th) foul is called in a half. 4<sup>th</sup> Grade Free Throws will shoot from 13 feet.

#### **PLAYING TIME: (Clarified 1/11/11 - Amended 2/10/11)**

- 1) Coaches must play their players an equal amount of time. EVERYBODY MUST sit at least 4 continuous minutes of each half (*where total numbers of players available allow*)
  - a) nobody can play **OVER** 4 minutes more than any other player on the roster that game
- 2) All players must report to the scorer's table before entering the game. Players cannot enter the game until signaled by the referee. Substitution is permitted at the 4 minute mark and in normal dead ball situations
  - a) At approximately four (4) minutes into each quarter, or as close as possible, the scorer will call a fifteen (15) second time out to allow coaches to substitute any player sitting on the bench. Substitution at this time is not mandatory. Substitutions may be made at other times during the game.
- 3) **Breaking this rule will result in forfeit.**

#### **GAME TIME:**

- 1) Teams will play Four (4) eight (8) minute quarters.
  - a) Time is kept with a running clock (exceptions: see SPECIFIC League rules)
  - b) One (1) minute between quarters, and five (5) minutes between half's.
- 2) Time stoppage:
  - a) On free throw attempts.
    - i) Time will be stopped at the referees signal, and will not resume until the players are lined up correctly, and the ball is administered for the first attempt, time will keep running for completion of free throw/throws.
- 3) Teams will have 2 timeouts per half. Teams will get 1 timeout spanning the entire overtime periods. Timeouts will not be carried over from the second half.

#### **INTENTIONAL, TECHNICAL, FLAGRANT FOULS**

- 1) Two technical fouls on any player or coach will be an immediate disqualification. Remember that flagrant



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fouls count as technical fouls. Any technical foul determined severe enough by the official is grounds for immediate ejection.

- 2) Any ejected players or coach must leave the building (not just the court) before play resumes. This does not apply to players that fouled out.
- 3) Any player or coach that is ejected from a game is suspended for the next game and will not be allowed to be on the sidelines for the game that they must sit out.

**NOTE:** For flagrant unsportsmanlike conduct any player, coach or spectator may be ejected from the building and automatically be suspended for the next game. **Once a team receives their third (3) technical foul, the game is ruled as a forfeit win for the other team.**

### SPECTATOR RULE

- The gym has stands for fans to watch the game. Coaches are responsible for keeping their fans under control. Technical fouls can be assessed to a team for abusive fans.

### **BLOOD RULE**

- If and when an official observes a player is bleeding, has an open wound, or has an excessive amount of blood on his/her uniform (clothing), the player must leave the game. Any clothing with blood must be removed.
- The player must leave the court to appropriately remove any blood and the playing area should be inspected for blood and cleaned before resuming play.
- In an instance when a substitute is not available, the official may allow a maximum of 1 minute for the player to receive medical attention and be cleaned appropriately.
- If a substitute is available, the player must leave and may not re-enter until after the clock has run and a substitution opportunity occurs.

### 4<sup>TH</sup> GRADE BOYS SPECIFIC RULES

- 1) Teams will play 5 v 5 on the full court. The basket height will be 9 feet.
- 2) Each game will consist of 4 eight minute quarters.
- 3) GAME TIME EXCEPTIONS
  - a) Stop time will occur during the last 10 seconds of the first 3 quarters and the last 2 minutes of the game.
  - b) If in the last ten seconds of the game a basket is made (or at the ten second mark) the clock will stop until the inbound team advances the ball to the time line. If any other clock stoppage occurs the same will apply (ie. foul and inbound). The clock will **not** stop on a rebound, and the rebounding team may then dribble out the clock in the defensive half if they so choose. (Added 1/30/11).
  - c) **Early Defense Technical** (see rule 7) Clock will stop until after technical free throws and the ball is put back into play where standard rules come back into play. (Added formally 2/24/11)
- 4) A team shall play five (5) legal players on the court at all times. However, if a team does not have 5 legal players they may play with 3 or 4. If a team cannot field at least 3 legal players a forfeit will occur.
- 5) Teams can play a "Man to Man" defense, or a "Head and Hoop" (see explanation section) style defense. NO straight zones can be played..
- 6) No Stealing of the ball from a ball handler while dribbling outside of the key. Any passes, loss of control, or player holding the ball may have it stolen.
  - a) **exception:** Last minute of the 2nd half, ball CAN be stolen even when dribbling outside the key.
- 7) **Early defense** (prior to the time line) or disrupting the flow of the offensive unit before the time line. if in the opinion of the referees has become more than an occasional nuisance they can warn the offending teams coach, where any infraction thereafter will result in a TWO SHOT plus ball out technical foul. (added formally 2/24/11)
- 8) No Pressing at any time.



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- 9) Double teaming is only allowed on the ball handler inside the key. Help defense outside of the key must result in a switch.
- 10) In case of a tie game, overtime shall be played in 1 minute overtime periods. If tied after the first overtime a 2<sup>nd</sup> 1 minute overtime will be played. If the game remains tied at the end of the 2<sup>nd</sup> overtime, the ball will be jumped at center court and sudden death will be in effect. (First team to score wins). There will be no ties **(Amended 1/30/11)**
  - a) The ball will be jumped at center court for all overtime periods.
  - b) Each team will receive 1 (ONE) timeout spanning the entire length of the overtime, timeouts may NOT be carried over from the regular game.
  - c) Teams can start the overtime with any available players, if there is another overtime required they must switch to those not in the first overtime.(same rules apply as in the regular game)
  - d) If the game goes to sudden death, ANY available players may be inserted into the game.

### 4<sup>th</sup> Grade Boys, and 5<sup>th</sup>/6<sup>th</sup> Grade Boys League

#### **Head and Hoop man to man defense:**

- 1. Straight "Man to Man" outside 3 point arc.
- 2. Inside arc MUST have as many players on either side of hoop as offense has. Weak side players CAN help in the key.
- 3. Defensive "3 seconds violation" will be enforced (only it will be 5 seconds), players playing off their man must be aware of their location and time in the key. Players CANNOT have both feet in the key for more than 5 seconds.

