



Springdale Parks and Recreation
2016 Youth Basketball Rules and Regulations



3-on-3 League

The Springdale Parks and Recreation Basketball program is designed to provide the youth with a fun introduction to the sport of basketball and to promote sportsmanship. We want all of the children involved in our program to have an enjoyable experience. We, of course, want to promote good competition in this program to give all the participants a realistic feel of the sport, but we do not want the teams to get too focused on winning every game. Having fun and keeping all of the participants happy should be the focus of everyone involved in this program. Equal participation for each participant in this program is a requirement.

Leagues (separate boys and girls leagues will be offered)

- I. Grades 2nd - 4th: Teams will be comprised of children in grades 2nd, 3rd, and 4th. An even number of players from each grade will be dispersed onto each team. Score will not be kept for his league.
- II. Grades 5th - 7th: Teams will be comprised of children in grades 5th, 6th, and 7th. An even number of players from each grade will be dispersed onto each team.

Game Rules

- I. Equipment
 - a. For grades 2nd – 4th: The basketball goal will be set at a height of eight (8) feet. The official size basketball will be a twenty-eight and a half (28.5) inch ball.
 - b. For grades 5th through 7th: The basketball goal will be set at a height of ten (10) feet. The official size basketball will be a twenty-eight and a half (28.5) inch ball.
- II. Length of Game
 - a. Each game will consist of two (2) fifteen (15) minute halves.
 - b. There will be a five (5) minute halftime.
 - c. Each team is allowed two (2) one (1) minute timeouts each half.
 - d. Stoppage of the clock will only occur in the last minute of the 1st and 2nd halves or if there is an injury on the court.

*For more information on league rules or makeup dates, please contact Program Coordinator, Mark May, at mmay@springdalear.gov or call Parks and Recreation at (479) 750-8185.

III. Number of Players

- a.** Each team is allowed six (6) players on their roster.
- b.** Only three (3) players on each team will be allowed on the court during game time.
- c.** If a team fails to show up on time with at least three (3) players, that team will be forced to forfeit that game. Teams will be allowed to scrimmage for their allotted time, but the official score will be counted as a forfeit. The team who was not forced to forfeit will get the win for that game.
- d.** Each player must play the equivalent ten (10) minutes during each game.

IV. Playing Rules

- a.** Every foul will result in a turnover by giving the fouled team the ball to throw in from the point of the foul. If a player is fouled while attempting a shot on the goal, that player will receive two (2) or three (3) free-throws, depending on the location of the attempted shot. (Fouls will be called at the discretion of the referee and are not to be disputed)
- b.** When a technical foul is given, the team that did not receive the technical foul will receive two (2) free-throws and be given possession of the ball after the free-throws. The team shooting the free-throws will designate one player to shoot the free-throws, and said player will be the only one allowed within the free-throw line extended. Every other player must remain behind the half court line.
- c.** When a player has made five (5) fouls, that player will not be allowed to play the remainder of the game. Technical fouls are included in this rule.
- d.** When a player has been given two (2) technical fouls, that player will be ineligible to play the next two (2) games. When a player has been given three (3) technical fouls during the course of the season, that player will be ineligible to play the remainder of the season.
- e.** The bonus free-throw rule will be given on the seventh (7th) foul of each half. The double bonus free-throw rule will be given on the tenth (10th) foul of each half.
- f.** Backcourt Pressure
 - i.** NO team may backcourt press in this league.

V. Overtime

- a.** If the score is tied at the end of the time limit, the teams will go into overtime, which will last two (2) minutes.

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- b.** The teams will have another tip off to start overtime, and time will not be stopped for anything other than an injury.
- c.** The game will end in a tie if teams are still tied at the end of the two (2) minute overtime.

VI. Miscellaneous Items

- a.** Anytime the referee blows his or her whistle, the game will be stopped immediately. The referee will then designate when the game will recommence. This does not mean the time on the clock will be stopped. It means all play will come to a halt.
- b.** If a player is bleeding or has an open wound, he or she will be prohibited from playing until the bleeding has stopped or the wound has been treated.
- c.** The referee, as well as any staff member, has the right to remove anyone from the playing field or end a game if he or she deems it necessary. Meaning be on your best behavior and stay safe.

VII. Weather Policy

- a.** In the case of inclement weather before or during the start time of the game, the game may be canceled.
- b.** If games do get canceled, we will let you know the earliest make-up date possible.
- c.** Games will not be rescheduled if teams are able to make it half way through the second half of the game. (7 minutes into the 2nd half)