



## Springdale Parks and Recreation

### 2016 Youth Basketball Rules and Regulations

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 2<sup>nd</sup> & 3<sup>rd</sup>: Teams will be comprised of children in grades 2<sup>nd</sup> and 3<sup>rd</sup>. An even number of players from each grade will be dispersed onto each team.
- II. Grades 4<sup>th</sup> & 5<sup>th</sup>: Teams will be comprised of children in grades 4<sup>th</sup> and 5<sup>th</sup>. An even number of players from each grade will be dispersed onto each team.
- III. Grades 6<sup>th</sup> & 7<sup>th</sup>: Teams will be comprised of children in grades 6<sup>th</sup> and 7<sup>th</sup>. An even number of players from each grade will be dispersed onto each team.
- IV. Grades 8<sup>th</sup> & 9<sup>th</sup>: Teams will be comprised of children in grades 8<sup>th</sup> and 9<sup>th</sup>. An even number of players from each grade will be dispersed onto each team.
- V. Grades 10<sup>th</sup> – 12<sup>th</sup>: Teams will be comprised of children in grades 10<sup>th</sup> – 12<sup>th</sup>. An even number of players from each grade will be dispersed onto each team.

#### **Game Rules**

##### **I. Equipment**

- a. For grades 2<sup>nd</sup> & 3<sup>rd</sup>: The basketball goal will be set at a height of eight (8) feet. The official size basketball will be a twenty-seven and a half (28.5) inch ball.
- b. For grades 4<sup>th</sup> through 12<sup>th</sup>: 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 for all girls and for boys in grades 4<sup>th</sup>-7<sup>th</sup>, and a twenty-nine and a half (29.5) inch ball for boys in grades 8<sup>th</sup> - 12<sup>th</sup>.

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

## **II. Length of Game**

- a.** Each game will consist of four (4) eight (8) minute periods.
  - i.** For grades 8<sup>th</sup> - 12<sup>th</sup>: Each game will consist of four (4) ten (10) minute periods.
- b.** There will be a one (1) minute intermission between periods and a five (5) minute halftime after the 2<sup>nd</sup> period.
- c.** Each team is allowed two (2) thirty (30) second timeouts each half.
- d.** Stoppage of the clock will only occur in the last minute of the 2<sup>nd</sup> and 4<sup>th</sup> periods or if there is an injury on the court.

## **III. Number of Players**

- a.** Each team is allowed ten (10) players on their roster.
- b.** Only five (5) 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 five (5) 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 of two (2) periods during each game. Meaning they may play half of each period or two (2) full periods.

## **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)

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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 (7<sup>th</sup>) foul of each half. The double bonus free-throw rule will be given on the tenth (10<sup>th</sup>) foul of each half.
- f. Backcourt Pressure
  - i. For grades 2<sup>nd</sup> & 3<sup>rd</sup>: No team will be allowed to backcourt press.
  - ii. For grades 4<sup>th</sup> & 5<sup>th</sup>: Teams will only be allowed to backcourt press in the last minute of each period. If a team is leading by ten (10) or more points, that team may not backcourt press.
  - iii. For grades 6<sup>th</sup> – 12<sup>th</sup>: Teams will be allowed to backcourt press the whole game. If a team is leading by ten (10) or more points, that team may not backcourt press.

## 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.
  - i. Stoppage of the clock will occur for the duration of the two (2) minute overtime.
- 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.

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- 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 third period of the game. (4 minutes into the 3<sup>rd</sup> period)

### **Coaches Policy**

Coaches are the backbone to our successful programs. Without volunteer coaches, we could not operate our youth programs. A coach serves the community by instilling core values to children and providing a mentorship that can last a lifetime. Because of this, we perform a background check on all coaches in our individual registration leagues. We also provide formal and informal training for coaches to help build their confidence and skills in teaching children.

It is the responsibility of the coach to communicate effectively with each player and parent on his or her team regarding practices and games. It is also encouraged to try and get the parents more involved with the team, whether it be to assist the coach in practice drills or just bringing drinks and snacks to practices and games.

In the event, that we have more coaches than required, we will use the following criteria to determine the coaches used.

- Number of years coaching position in sport
- Number of years coaching that age group
- Number of years playing said sport
- Prior seasons communications between the Department and the coach
- Prior seasons actions of the coach while coaching
- Recommendations from Umpire-In-Chief of the sport, League Supervisor, or League President

### **Pre-Season Playoff Games**

Pre-Season games will be offered in the third week from the start of the season. These games are designed to help teach players and coaches the structure of the league, as well as getting the officials acclimated to the league. These games will be half the length of the regular season games, so that we may fit in more games before the regular season games begin. Each game will consist of two (2) eight (8) minute halves with a two (2) minute halftime. One (1) thirty (30) second timeout will be allowed for each team in each half. Stoppage of the clock will occur in the last minute of both halves, for timeouts, and for player injuries.

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## **End of Season Tie-Breaker Criteria**

In the event of a tie in the standings at the end of the season, the following criteria will be used to determine the teams in the lead.

1. Wins versus Losses, or won-lost percentage
2. Head-to-head
3. Point differential
  - a. A maximum of twenty (20) points per game will be allowed.
    - i. Example: If a team wins a game 34 to 10, the game will be recorded as 30 to 10 in order to keep the point differential from exceeding twenty (20) points on the standings.
4. Coin toss

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