



City of Tempe Basketball: Youth Hoops 6th-8th

League Rules

****Court/Site Supervisor** has authority to adjust rules within the league as it pertains to the best interest of the youth. **

- A. **Basketball Size:** The basketball size that will be used is the Official (29) basketball.
- B. **Prior to Game:** A 5:00 minute warm-up period shall be provided to each team before their game. The game will START at the end of the five-minute warm-up period.
- C. **Food, Beverages, or Candy:** Food, beverages, candy or gum is encouraged to be left outside of the gym. Please assist with keeping the facilities clean.
- D. **Gym Supervisors:** Each gym will have a court supervisor who oversees the games, officials, rules and league information. They're available to answer league questions and address any concerns.
- E. **Scoreboard:** If a team is winning by 15 points, an official timeout may occur. Both coaches will converse with officials and site supervisor at half court to discuss game strategy. Coaches have an option for both home and away scores to be removed from the scoreboard. Scorekeeper would continue taking score on score sheet. Once the deficit is less than 8 points, both scores will be placed back on the scoreboard.
- F. **Game Time:** (4) quarters; Ten (10) minutes per. During the last (5) seconds of any quarter, game clock will stop. During the last (2) MINUTES of the game, game clock will **ONLY** stop on the official's whistle.
- G. **Substitutions:**
- 5:00 minute mark of each quarter, coaches **MUST** substitute players sitting on team bench into the game. At the end of each quarter, **MANDATORY** subs occur. Any child on the bench at the end of the quarter must start the next quarter.
 - Teams w/ (6 – 7) players, each player must sit at least once per half
 - Teams w/ (8) or more players, each player must sit at least once per quarter
 - Each player must play half the game unless a player has unexcused absences. (See Practice Participation Rule.)
 - Sub(s) report to the scorekeeper(s). Prior to entering the game, the scoreboard horn and/or dead ball whistle indicates when it is time for player to enter the game.
 - Last 2:00 min. of the (4th) quarter, coaches can freely sub player(s) that have not played at least half of the game.
 - Players in foul trouble have to remain in the game until the 5:00 minute mark or end of the quarter.
 - COACHES ARE STORNGLY ENCOURAGED TO MAKE SURE EACH PLAYER HAS EQUAL AMOUNT OF PLAYING TIME. Court/Site Supervisor have responsibilities to insert substitution rule. *Coaches substituting incorrectly will meet with League Director regarding coaches code of ethics and remaining of seasons commitments.*
 - Site supervisors will monitor each game and will address any concerns with the coach and staff.
- H. **Practice Participation:** Unexcused absence; parent doesn't notify coach (call, text or email) of player not attending practice(s). Excused absence; parent notifies coach (call, text or email) of player not attending practice(s). Excused absences allows players to still be eligible to play the maximum amount of playing time (Sub. Rules).

Attends all scheduled practices or has excused absences	Must play at least half the game
Attends atleast (1) practice and has (1) excused absence	Must play at least half the game
Attends (1) scheduled practice and has (1) unexcused absence	Must play at least one quarter of the game
Has (1) excused absence and (1) unexcused absence	Must play at least one quarter of the game
Did not attend any practices and there was no communication	Must play at least five minutes of the game

- I. **Time Outs:**
- Teams have (2) time-outs per half. Overtime; Teams are awarded (1) Time-out. Time-outs aren't accumulated if not used.
 - Teams w/ (5) or less players will be awarded an additional time out per half.
 - Official times outs; Player injuries, official clarification, court damage, game clock and/or scoreboard concerns.
 - Half-time will be five (5) minutes long.
 - (1) Minute duration in between end of (1st) & (3rd) quarter(s).

- J. **Alternate Possessions:** Jump ball occurs at the beginning of each game & overtime. After the jump ball, possessions will

(over)

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alternate between teams.

K. Lane Violations: (3) seconds

L. Defense: Man, to Man & Zone Defense is allowed. Man, to Man trapping is not allowed in the backcourt. Teams may extend and "trap" within the zone defense ONLY. If a team is winning by (10) or more points, that team is encouraged to "pack-it-into the paint" if playing a zone defense. **(5) second violation**; Offensive player is pressured by a defender (within 3 feet radius) and does not go anywhere, he or she has (5) seconds to get rid of the ball by either shooting or passing the ball.

M. Full Court Press: ONLY man to man press is allowed in the backcourt. No trapping or zone.

- 1st HALF: If a team is down by 10 pts or more, they have the option to press in the 1st and 2nd quarters. Once the difference is 6 pts or less, the press is off.
- 2nd HALF: Either team can press during the 3rd and 4th quarters. Once the point differential is 15 pts. or more, the team that is ahead can no longer press. Press may be reapplied once the deficit is 8 pts or less. When applying a press at any point in the game, coaches are strongly advised to display good judgement and sportsmanship.

N. Fouls: Foul shots will be taken during the entire game and in overtime. Fouls will be penalized as follows:

- **Five (5) team fouls in a quarter, shoot two (2) bonus free throws.**
- Player Technical Fouls – opposing team receives 1 foul shot plus possession of the ball.
 - a. This will also count as a personal foul for the offending player as well as a team foul.
 - b. A time out will be charged to the offending player's team (Note: Official's time out if the offending team doesn't have any time outs left.)
 - c. The offending player must sit 2 minutes of game time.
 - d. If a player receives 2 technical fouls in one game, he/she will be on the bench for the remainder of the game in addition to the above rules.
- Coach Technical Foul – opposing team receives 1 foul shot plus possession of the ball.
 - a. This will also count as a team foul for the offending coach's team.
 - b. A time out will be charged to the team (Note: Officials time out if the offending team doesn't have any time outs left.)
 - c. The coach must sit 5 minutes of game time.
 - d. If a coach receives 2 technical fouls in one game, automatic 2 points will be assessed to the opposing team in place of the foul shot. Opposing team gets possession of the ball.
 - i. He/she will be on the bench for the remainder of the game.
 - ii. Time out will be charged to the team (Note: Officials time out if the offending team doesn't have any time outs left.)
 - iii. Coach must meet with league director prior to next practice/game.
- If more than 5 players are on the court NO Technical foul will be given. After first warning, possession goes to the team who did not commit the violation.
- A technical foul will NOT be assessed for defensive back court violations. After first warning, possession goes to the team who did not commit the violation.
- Intentional Fouls - shoot **2 foul shots** plus the ball out of bounds.
- ***If a team has 7 players or less both teams' players foul count is extended to six (6) fouls.***
- ***If a player fouls out leaving only 4 players the game will continue with 4 on 4 play, then 3 on 3***

O. Overtime: Overtime is 2 minutes. If the game remains tied, there will be another overtime. After the 2nd overtime the game is recorded as a tie.

P. Two - Deep Leadership: The recreation staff is recommending "two-deep leadership" at all practices or team gatherings. This means two adults in attendance all times.

- To accomplish Two Deep Leadership coaches are asked:
 1. Secure an adult assistant coach or "team manager" to be present at each practice/game.
 2. Contact Sr. Recreation and/or Program Coordinators to assist with securing an additional adult to be on site. Every player must have a safe way home and be accounted for. If practice ends and a parent hasn't shown to pick up one of your players, an adult parent and coach must wait until the player has a ride and is accounted for. **Do not abandon your players.**