

# YOUTH BASKETBALL LEAGUE RULES & PROCEDURES

**NOTE:** The current edition of the National Federation Rulebook will be the official rulebook for the program. Local rules and adaptations will supersede where applicable. Two competing coaches may not agree to alter any rules. Any circumstances arising that are not covered by the National Federation Rulebook and the Youth Basketball League Rules and Procedures will be left to the discretion of the Brookfield Parks & Recreation Department.

## GENERAL GUIDELINES & PROCEDURES

- The buildings where games will be held will open 15 minutes prior to the first game of the day.
- Pre-game practice is allowed only if time permits.
- Only the team that is getting ready to play is allowed on the court; visitors who are not on a team are not allowed to shoot around, or practice/be on the court etc.
- Coaches and players will be assigned to a team bench and will keep that same bench for the entire game. Switching benches at halftime is not permitted. Coaches must follow the “seat belt” rule...standing during the game is not permitted; please coach from sitting down on the bench.
- Absolutely no one is allowed on the stage; this includes players, and they may not sit on the stage.
- A maximum of three (3) coaches, scorers, etc. are permitted on the team bench.
- **Each team is required to provide a volunteer adult (18 years or older) to serve as a scorekeeper during each game.**
- Uniform shirts provided by Brookfield Park & Recreation Dept. must be worn at all games. Gym shoes must be worn for all games and practice.
- Five minutes prior to game time, both coaches must identify the official game roster with the scorekeepers, including first and last names and numbers, also indicating no-shows.
- All players that attend practices must play in every game. Furthermore, players are expected to attend practices. The coach has that prerogative to not play a player in a game who has two (2) unexcused absences. However, coaches must inform the parents of their rules at the beginning of the season. Also, the coach must contact the parent(s) after the first unexcused absence, informing them that another unexcused absence could result in forfeiture of playing time in the next game.
- Each player will play a minimum of two (2) quarters per game. It is the responsibility of the coach to be sure that the minimum playing time is reached for each player.
- If a player comes late to a game, prior to the start of the 3<sup>rd</sup> quarter, the minimum playing time rule stays in effect. However, the minimum playing time rule is waived if a player arrives during the 3<sup>rd</sup> quarter. In this situation, the coach does not have to guarantee the minimum playing time, but the site supervisor and opposing coach must be notified in advance.

## JEWELRY/CASTS

- No jewelry of any kind may be worn during basketball games. Jewelry cannot be covered with tape -it must be removed. Jewelry –Casts-Hair Accessories-All exposed items that are judged hazardous or potentially dangerous by the referee may not be worn during the game. This includes, but is not limited to, casts, splints, wristwatches, large rings, bracelets, neck chains, hair accessories or earrings.

## ELIGIBILITY & ROSTERS

- All players must be registered with the Brookfield Parks & Recreation Department and meet league eligibility guidelines.
- Teams will be formed by the Brookfield Parks & Recreation Department staff. Coaches cannot add players to the team roster at any time.
- All players on the official line-up sheet must be registered with **THAT** team. Players from other teams may **NOT** be added for the purpose of having sufficient players for the game.

- No new team members will be added past Feb. 1st.

## **EQUIPMENT/UNIFORMS**

The Brookfield Parks & Recreation Dept. will supply **the game ball only**. Coaches are permitted to bring up to 3 basketballs for warm-ups and practices. Bouncing basketballs is not permitted in facility hallways. The following sizes will be used in the program:

- Junior (27.5) 3<sup>rd</sup> grade Boys and Girls
- Regulation Women's (28.5): Boys 4<sup>th</sup>- 6<sup>th</sup> and Girls 4<sup>th</sup> – 8<sup>th</sup> Grade leagues
- Regulation Men's (29.5): Boys 7<sup>th</sup>-8<sup>th</sup> Grade leagues
- All leagues will play on a (10) foot basketball hoop

### **Uniforms**

- A reversible jersey will be provided by Parks and Recreation
- Home team is listed second on the schedule; home team wears white.

## **START OF THE GAME**

- Teams must have five (5) players to begin a game.
- Teams shall be prepared to start games at the designated time.
- There is a five (5) minute grace period (beginning at the designated start time) for the start of the game if a team is short of players, however, a minimum number of five (5) players must be on the bench once the five-minute period expires or the game will be declared a forfeit.

## **CLOCK/TIMING**

- The game will consist of four (4) eight (8) minute quarters, with one (1) minute between quarters and four (4) minutes at half-time.
- Overtime periods will be three (3) minutes.
- The league will utilize a continuous clock; however the clock will stop for shooting fouls, time-outs, substitutions and when the officials request the timekeeper to stop the clock (e.g. injury or retrieving of the basketball).
- Regulation WIAA timing will be used during the final two (2) minutes of the game and in overtime.
- If at any time in the final four (4) minutes of the game, one team is ahead by fifteen (15) or more points, the continuous clock will be used until the lead is less than 15 points. Once below 15 points a regulation clock will be used.
- Each team is allowed three (3) time-outs per game. One (1) additional time-out is allowed for each overtime period. Time-outs may be accumulated.
- The official time and score is kept at the scorer's table.

## **PLAYERS & SUBSTITUTIONS**

- Substitutions can **ONLY** be made at the four (4) minute mark of each quarter or at the end of a quarter. Players must play the entire four (4) minute period except for injury, illness, technical foul, a player fouling out or overtime. Substitutions can be made in these cases. A player must be substituted for on a technical foul and may re-enter the game at the next four (4) minute mark, when regular substitutions are made. Ejected players may not return to the game.
- Players entering at the four (4) minute mark must report to the scorer's table at the five (5) minutes mark and must remain seated at the table, until the substitution is made
- The officials and/or scorer will call an official's time-out around the four (4) minute mark, or the first dead ball thereafter. Teams may substitute the desired number of players at this time. Coaches may be assessed a time-out if they gather players around them or delay the game.
- Free substitution is permitted during any overtime period.

# **GAME RULES**

The current edition of the National Federation Rulebook with the Wisconsin Adaptations applying will be the official rules for the program. Local rules and adaptations will supersede where applicable. Two competing teams or coaches may not agree to alter any rules.

- A jump ball will be used to start the game and each overtime period. In all other situations, the alternate possession rule will be in effect.
- Free Throws:
  - Boys and Girls 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> - shoot from twelve (12) foot or the fifteen (15) foot distance.
  - All other leagues shoot from the fifteen (15) foot distance.
  - On free throws, players in marked lane spaces may enter the lane on the release of the ball (they do not need to wait for it to hit the rim). The free throw shooter, and anyone not in a marked lane space still must wait for the ball to hit the rim. (updated 2014)
- Zone Defense (Half Court Only):
  - Allowed in the boys and girls 6 – 8 grade leagues only.
- Man to Man Defense:
  - Allowed in all leagues.
  - In the boy's and girl's 3 - 5 grade leagues, players must be no more than six (6) feet from your person they are guarding if the player being guarded is below the top of the key.
  - Switching person to person defense is allowed in all leagues.
- Double Teaming / Help Defense
  - Grades 3 – 5: Double teaming /Help defense in the lane only.
  - Grades 6 – 8: Double teaming the ball at any time is permitted but is allowed in the half court only.
- When in the opinion of the official(s) and/or supervisor, a team is playing an illegal zone defense, the following guidelines will be in effect:
  - First offense: team/coach will be warned and must adjust the team defense
  - Consecutive offense(s): team will be assessed a technical foul, which results in two (2) points automatically for the other team, plus possession of the ball.
- In the boy's and girl's 3 - 5 grade leagues, clear –out offenses, where player(s) are intentionally positioned out of the normal flow of the offense, in order to allow another player(s) to play an isolation game, are not in the spirit of the league and will not be permitted.
  - First offense: team/coach will be warned and must adjust the team offense.
  - Consecutive offense(s): loss of possession.
- Full court press:
  - Grades 6 – 8: Allowed and must be person to person only.
  - Grades 3 – 5: Allowed only during the final two (2) minutes of the game. Must be person to person.
  - If a team is ahead by 15 points or more, full court press will not be allowed at any age level.

## **THREE POINT SHOT**

- Allowed when it is available (meaning if the court has a three (3) point line).

## **BONUS RULE**

- The bonus rule will be in effect when the 7<sup>th</sup> team foul is committed in the half. (i.e. Teams will shoot on the 7<sup>th</sup> foul). Double Bonus on the 10<sup>th</sup> team foul (two shots).

## **SPORTSMANSHIP**

- Each player, coach and parent should exhibit good sportsmanship throughout the season.
- Any questions regarding rules and regulations of the league can be directed to the officials in a non-threatening manner.

- Yelling at referees, coaches and/or players will not be tolerated, and anyone who violates this rule will be asked to leave the building.
- During each practice there should be time for the coaches and players to discuss teamwork and sportsmanship.
- Communicate to your players that good sportsmanship is an important part of the program.

## **TECHNICAL FOULS & INTENTIONAL FOULS**

Officials have been instructed to deal harshly with profanity and unsportsmanlike conduct by any player, coach or spectator. Coaches are reminded that any unusual demonstration from the bench (e.g. throwing towels, profanity, shaking fists, whistling) will not be tolerated!

***If a technical or intentional foul is called, an automatic two points and the ball at the division line will be awarded for the team not receiving the technical.***

If a player receives a technical foul, that player must be removed from the game until the next available substitution occurs (4 minute mark in quarter or a new quarter).

When a player, spectator or coach conducts himself/herself in an unsportsmanlike manner, the following steps will be taken by the official or site supervisor:

- 1<sup>st</sup> offense: warning, technical or ejection
  - Automatic two points and the ball at the division line for the team not receiving the technical.
- 2<sup>nd</sup> offense: ejection or technical
- 3<sup>rd</sup> offense: automatic ejection
- 4<sup>th</sup> offense: forfeiture of game
  - The supervisor or official may eject any coach, player or spectator, or forfeit the game at any time, if the act is deemed serious enough.
  - The selection of coaches is subject to approval of the Brookfield Parks & Recreation Department.
  - Coaches that display inappropriate behavior may be dismissed from coaching immediately.
  - The referees have been instructed to call flagrant fouls on players who, **in the opinion of the referee**, commit a physical foul that is deemed to be retaliatory or intentionally hurtful in nature. Such players are to be immediately ejected from the game and the building and will also be suspended for the next scheduled game for his/her team. Flagrant fouls will count as two technical fouls.
- **NOTE:** Any player, coach or manager who receives three (3) technical fouls for any reason during the season will be suspended for the remainder of the season and must appear before the League Coordinator before that individual is allowed in the program in the future.
- **NOTE:** If a team receives three (3) technical fouls during a game for any reason, that team will forfeit the game immediately upon receiving the third (3<sup>rd</sup>) technical foul.

## **PLAYER / COACH CONDUCT**

- Players are responsible for their conduct at all times.
- By the act of participating, all sponsors, teams, players, managers and coaches acknowledge that they are acquainted with and will abide by all League Rules.
- Profanity, possession or drinking of alcoholic beverages, excessive baiting and jockeying, unsportsmanlike conduct or making physical contact with game officials will be cause for immediate ejection from game-by-game officials and may be cause for suspension (up to one calendar year) by the Recreation Supervisor of the Parks & Recreation Department.

- Ejection from a game will constitute automatic temporary suspension through the next regularly scheduled league or playoff game. Two ejections during the season will automatically constitute suspension for the duration of the current season.
- An ejected player will immediately vacate the playing area and desist from further comment or action. For this rule, the “playing area” will be taken to mean, “far enough away from the court of play so that the ejected player, in the opinion of the officials, has no effect whatsoever on the game, its players, officials or spectators”.
- Bench conduct by players and coaches must be positive and directed towards players on your team. Players and coaches who make negative comments towards another team or an official may receive a technical foul.
- Coaches must control the players on their teams. Our staff will expect your assistance if a player cannot control themselves. Please assist us in keeping this program viable.

### **FORFEITURE OF GAME**

- Teams will forfeit a game when:
  - A team will automatically forfeit when an adult coach is not available at the team’s bench and an adult scorer is not provided at the scheduled starting time.
  - An ineligible or suspended player is used.
  - An ejected player refuses to leave the premises.
  - A team fails to field the minimum number of players by the scheduled game time.
  - Continued unsportsmanlike conduct after a warning by the referee or authorized official of the Brookfield Parks & Recreation Department.
  - Should both teams forfeit a game due to ineligible players, then both teams will receive a loss in the standings.
  - The Parks, Recreation & Forestry Department should be contacted at least three days prior to game date if a team plans to forfeit its game.
  - Games will NOT be rescheduled to accommodate teams with players not available on scheduled dates.
  - Intentional violation of the minimum playing time rule may result in the forfeiture of the game.

### **COACHES’ RESPONSIBILITIES**

- All coaches serve in a voluntary capacity.
- Each coach shall be completely responsible for his/her team’s knowledge of all the league rules and policies. **Personally explain these policies and rules to your players.**
- Head coaches are responsible for the conduct of assistants, players and parents at all games and practices. Coaches are equally responsible for ensuring that spectators do not interfere with the game.

### **GAME CANCELLATIONS/POSTPONEMENTS/INCLEMENT WEATHER**

- There will be no postponements unless the Parks and Recreation Department notifies the coaches of the participating teams prior to the game or in case of emergency cancellation of gym use.
- Games will NOT be rescheduled to accommodate teams with players not available on scheduled dates.
- The Parks and Recreation recorded message line for emergency bad weather conditions is 262-796-6700
- All postponed games will be rescheduled by the Parks and Recreation office.

**PROTESTS & APPEALS**     Protests are not in the spirit of the league and are strongly discouraged. No protests will be accepted on the official’s judgment of a play.

- The officials and opposing team coach must be notified of the pending protest prior to the next play following the situation to be protested.
- No protests will be accepted on judgment calls by the officials.
- If a **coach** has reason to protest a game, such protest must be in writing and delivered to the Parks & Recreation office on the next business day, between 8:00 am and 5:00 pm. A \$30.00 protest fee must accompany any protest. If the League Committee rules in favor of the protesting team, the fee will be returned; otherwise, the fee shall be forfeited to the City.
- The League Committee will rule on any protest, suspension, appeals, and any other matters of league concern not specifically enumerated within this operating policy or the National Federation Rulebook.
- The League Committee will consist of the League Coordinator and other individuals appointed by the Recreation Supervisor who are knowledgeable about basketball. Committee membership will be for one year, December through November.
- More detailed information available in the [Youth Team Sports Policies and Procedures](#)

## **SUPERVISORS/OFFICIALS/SCORER-TIMERS**

### **Supervisors**

- Supervisors assigned by the Brookfield Parks & Recreation Department are responsible for the total operation of the program and facilities. The supervisor has the authority to assess technical fouls to players for conduct, which they feel, is inappropriate before, during and after games.

### **Officials**

- Game officials are representatives of the Brookfield Parks & Recreation Department and are officially in charge of each game.
  - Officials will discuss rule interpretations only with coaches of the competing teams.
  - Officials are empowered to eject players and coaches from games for violations of official rules and regulations or unsportsmanlike conduct.

### **Scorers/Timers**

- All teams must supply an adult score keeper to work each game at the score table. If one is not supplied the team will forfeit. We will staff a timer for all games.