

# SNO-KING YOUTH CLUB

## 2011 SPRING HOOPS

3<sup>rd</sup> – 8<sup>th</sup> Grade Boys & Girls

## Rules & Regulations



**“Everyone Gets to Play”**

### **TEAMS/PLAYING RULE:**

The Playing Rule is the backbone of our organization’s mission. We ask for your help as ambassadors of our league in upholding it. Referees and Scorekeepers will be on site to assist and ensure enforcement of this rule. **COACHES ARE ENCOURAGED TO PROVIDE EQUAL PLAYING TIME FOR ALL PLAYERS.**

### **VIOLATION OF THE PLAYING RULE IS CAUSE FOR A FORFEITED GAME**

\*For grades 1<sup>st</sup> – 6<sup>th</sup>, each player must play one full quarter. She/he must start, play in, not come out of, and finish one full quarter.

**A.** For teams with six available players, each must play a minimum of two complete quarters.

**B.** Teams with 7 or more players must play and stay in one full quarter and not come out. Each player must sit one full quarter.

\*For grades 7<sup>th</sup> and 8<sup>th</sup>, players must play in one full quarter, **but there is no sit rule.**

\*The maximum roster size is 10 for all teams, all grades; no exceptions.

\*If a player drops from your team, please contact the SKYC office for a possible replacement or to get a family started in the refund process. In addition, if a player requests to join your team and you are full at 10 players, ask them to contact SKYC for placement. Unregistered players may not participate; **permitting an unregistered player**

**to participate will result in a forfeit for the game that player participated in and the next game.**

\*Teams that do not have five players at game time will have five minutes to field the fifth player on your roster, otherwise the game will result in a forfeit. **Sno-King referees are not required to referee a forfeited game.**

\*If an injured or exhausted player who comes out of a game wishes to return to the game, they must get the approval of the referee as to fulfillment of the playing rule. Please remember that the decision of the referee is final. All players involved must still meet the playing rule requirement (# of quarters played). The scorekeeper should note the time the substitution is made for a player.

\*All players listed on the official team roster must be listed in the score book at each game, even if they are not present. Players not arriving by game time should be listed as absent in the scorebook. If a player arrives late, the coach may elect to play or not play that player. You must inform the official score keeper of your decision. If the coach does decide to play the player, all playing rules must be met.

\*Scorebooks will be monitored during the games by the Gym Supervisor to verify that the playing rule requirements are being met. Scorebooks will be reviewed periodically by the Director as well.

### **EQUIPMENT:**

\*No jewelry will be allowed, which includes: earrings, hair clips, necklaces, rings, watches.

\*SKYC provided t-shirts must be worn by players at games.

\*All players must wear sneakers. The gyms we rent do not permit dress shoes that will scuff the court.

### **Ball Size**

	<u>Boys Teams</u>	<u>Girls Teams</u>
Grade 1 <sup>st</sup> - 3 <sup>rd</sup>	Intermediate	Intermediate
Grades 4 <sup>th</sup> /5 <sup>th</sup>	Intermediate	Intermediate
Grades 7 <sup>th</sup> /8 <sup>th</sup>	Regulation	Intermediate

## **Basket Height**

	<u>Boys Teams</u>	<u>Girls Teams</u>
Grade 1 <sup>st</sup> /2 <sup>nd</sup>	8 feet	8 feet
Grade 2 <sup>nd</sup> /3 <sup>rd</sup>	9 feet	9 feet
Grades 4 <sup>th</sup> – 8 <sup>th</sup>	10 feet	10 feet

**\*Note: 3<sup>rd</sup>/4<sup>th</sup> combined leagues will play up to the 4<sup>th</sup> grade hoop height.**

## **FOULS:**

\*If a player fouls out of a game (5 fouls), he/she must leave the game regardless of whether he/she has completed the playing requirements. The coach may substitute any player he/she wishes for the fouled out player. The scorekeeper will note on the scorebook the amount of time remaining in the quarter at the time the substitution is made.

\*When a player is fouled while in the act of shooting and the basket is not made, two free throws will be awarded to that player. If fouled in the act of shooting and the shot is successful, one free throw will be awarded.

\*Teams over the limit in personal fouls will result in 1 + 1 free throws. **“Over the Limit”** will be seven team fouls per half. **“Double Bonus”** will be ten team fouls per half and will result in two free throws. Offensive Foul and Technical Foul do not count toward team fouls.

\*Technical Foul: Teams will get an automatic two points and possession of the ball. Technical fouls will also be counted as personal fouls. Coaches/Fans who receive a technical foul, will be required to meet with the Director and/or SKYC Board of Directors Disciplinary Committee before coaching a future game. Please refer to our club’s Code of Conduct for specifics regarding the type of atmosphere we’re asking our volunteers to help us provide.

## **Free Throw Distance**

	<u>Boys Teams</u>	<u>Girls Teams</u>
Grade 1 <sup>st</sup> /2 <sup>nd</sup>	8-10 ft as appropriate	8-10 feet
Grade 2 <sup>nd</sup> /3 <sup>rd</sup>	10 feet	10 feet
Grades 4 <sup>th</sup> /5 <sup>th</sup>	15 feet	12 feet
Grades 7 <sup>th</sup> /8 <sup>th</sup>	15 feet	12 feet

## Scoring

- \*All baskets (except for three-point shots and free throws) are worth two points.
- \*Free throws are worth one point.
- \*Grades 4<sup>th</sup> – 8<sup>th</sup>: A shot successfully made outside the arch designated as the three-point area will be awarded three points..

## ALTERNATING POSSESSION RULE:

- \*At the beginning of the first quarter only, there will be a jump ball. This will be the only jump ball in regulation play.
- \*During each quarter, teams will alternate possession on all jump balls according to the possession arrow on the score table. The possession arrow will indicate which team in-bounds the ball at the beginning of all subsequent periods following the first.

## GAME TIME/KEEPING TIME:

- \*Every attempt is made to begin and end games on time; however, unforeseen delays do occur. Each facility we use is rented space and is on a strict time schedule. If problems occur that could affect the length of the game, each coach will be notified prior to the start of the game or as soon as possible thereafter. In order to remain within gym permits, time may have to be shaved off each quarter to keep games on schedule.
- \*Games will not be started late waiting for players, coaches, or teams to arrive. Forfeits will be issued to teams not on site at game time.
- \*Each quarter will be eight minutes long.
- \*Running clock for the first seven minutes, stopping only on timeouts, injuries, and free throws (**on free throws the clock will stop for positioning on the key and will start once the ball is handed to the shooter. If the player is shooting a two shot foul, the clock will be stopped until the ball is handed to the player on the second attempt.**)
- \*The clock will not stop on out-of-bound plays for the first seven minutes of each quarter.
- \***The last one minute of each quarter will stop and start as per High School Rules, at every whistle.**

## **OVERTIME:**

\*There will be a three minute overtime period. The first two minutes will be running clock and the last minute will be stop clock.

\* Overtime will begin with a Jump Ball.

\*One timeout per overtime period

## **MERCY RULE:**

\*For Boys and Girls 6<sup>th</sup> – 8<sup>th</sup> grades, if a team is up by 20 points or more going into the last minute of play in the fourth quarter, the clock will not stop the last minute, and will continue to run out until the game is over.

\*Gym Supervisors may stop keeping score (for any age group/league) with two or fewer minutes to play in the last quarter, should the score be very lopsided.

## **TIMEOUTS:**

\*Each team will get two timeouts per half. Timeouts last 60 seconds.

\*There will be one minute between each quarter.

\*A five minute halftime

\*One timeout per overtime period

## **BACKCOURT CHECKING:**

### **Boys and Girls 1<sup>st</sup> - 3<sup>rd</sup>:**

When a defensive player gains control of the ball, it becomes the offensive team. The opposing team must then retreat to the opposite end of the court to play defense. Once the ball carrier crosses the mid-court line, the team not in possession of the ball may challenge them. Defensive players MAY NOT cross into the backcourt to defend any player or the ball. The defensive team MAY NOT pick up ball handling errors made in the backcourt.

**Boys & Girls 1<sup>st</sup> - 3<sup>rd</sup>:** No backcourt checking is allowed.

**Boys 4<sup>th</sup> – 6<sup>th</sup>/Girls 4<sup>th</sup> – 6<sup>th</sup>:** Backcourt checking will be allowed for the entire game unless your team is 10 or more points ahead of your opponents.

**Boys 7<sup>th</sup> and 8<sup>th</sup>/Girls 7<sup>th</sup> and 8<sup>th</sup>:** Backcourt checking will be allowed for the entire game unless your team is 15 or more points ahead of your opponents.

### **OVER AND BACK RULE:**

#### **Boys and Girls 1<sup>st</sup> - 3<sup>rd</sup> Grade:**

The **over and back rule** will not be enforced. The rule will be modified as followed: If after the offensive team has crossed into frontcourt with the ball, then chooses to return to the backcourt with the ball, they may be pursued by the defensive team. This rule stays in effect regardless of how long the ball has been in the frontcourt or what the score is. Once the ball has crossed the midcourt line, if it goes backcourt there is **NO** 10 second count.

\*If you are in a 3<sup>rd</sup>/4<sup>th</sup> combined league, the over and back rule is enforced and backcourt checking permitted, as we play up to the oldest age group's rules.

### **DEFENSE RULE:**

**\*Boys and Girls 1<sup>st</sup> - 3<sup>rd</sup> Grade:** Each defensive player shall play man to man defense while the ball is in the offensive half of the court. Man to Man defense is being within 3 – 5 ft of your man. Double-teaming is allowed when the ball is inside the 3 second key.

**\*Boys and Girls 5<sup>th</sup> – 6<sup>th</sup> Grade:** Full Court Man to Man Defense is allowed. Half Court Zone Defense is allowed. **(No Full Court Zone Defense!)** *\*Boys and Girls 4<sup>th</sup> Grade or 3<sup>rd</sup>/4<sup>th</sup> split leagues... Full Court Man to Man Defense is only allowed during the last two minutes of the game.*

**\*Boys 7<sup>th</sup>/8<sup>th</sup> and Girls 7<sup>th</sup>/8<sup>th</sup>:** Full Court Zone or Man to Man Defense is allowed during the entire game.

**\*Illegal Defense and Backcourt Checking Violation:** A warning will be given for the first offense. A technical foul will be given for any additional foul. This will result in an automatic one-point basket and possession of the ball.

### **3 SECONDS:**

**Grades 3<sup>rd</sup> – 8<sup>th</sup>:** The three-second rule is in effect for Boys and Girls leagues (this includes 2<sup>nd</sup>/3<sup>rd</sup> combo leagues).

## **TEAM BENCHES, SCORE TABLE, GYM CAPTAINS, OFFICIALS:**

Each team will be allowed one Head Coach and one Assistant Coach on the bench during the game. NO PARENTS!

\*Grades 3<sup>rd</sup>-8<sup>th</sup> SKYC provides Officials for. Generally two officiate each game.

- **They are not to be heckled, booed, or spoken to in an unsportsmanlike manner.**
- **Officials have the final ruling on all on court infractions and bench behavior that is unbecoming of the mission of our club and the healthy and fun atmosphere we hope to provide to our players.**

\*Gym Captains will have a copy of this rulebook available at the score table. Like Officials, Gym Captains will not be heckled, booed, or spoken to in an unsportsmanlike manner.