



## Girls Basketball Rules 2016

*The Republic Parks & Recreation Department will follow Missouri State High School Athletic Association (MSHSAA) rules, with exceptions for certain rules pertaining to court size, uniforms, and adopted "local" rules as follows:*

- Games will consist of two 16-minute halves, a three (3) minute half time, and four (4) minutes between games. Half time and time between games may be shortened to 2 minutes each if we are running behind schedule. Each team will receive two time-outs per half with no carry over.
- Clock runs continuous during the game until the last sixty (60) seconds of the second half only. The clock will remain continuous even during the last minute of the game in grades K-1 or if one team has a 20 point or more lead over the other.
- Basketball Size:

	K-2 <sup>nd</sup>		Junior Ball
	3 <sup>rd</sup> -6 <sup>th</sup>		Intermediate (women's)
- Goal Height:

K-2 Grade	-	8 feet
3-6 Grade	-	10 feet
- Free throw distance:

K-4	-	10 feet
5-6	-	15 feet

**If players in 4<sup>th</sup> grade or under choose to shoot from the regulation free throw line, they will be called by the regulation line, not the 10-foot line.**

- Three-second violations will be called on 5<sup>th</sup> and 6<sup>th</sup> grade teams only.
- Full court pressing is permitted only when a team is less than 20 points ahead. All defensive players must drop behind half-court (to a half court press) when pressing is prohibited. K-1 are restricted to playing defense within the three point line until the last minute of the game, at which time half court press take effect. 2<sup>nd</sup> and 3<sup>rd</sup> grade are restricted to a half –court press until the last two minutes of the game, at which time full court press takes effect. Coaches please exercise good sportsmanship.
- No more than a twenty-point lead will be shown on the score board, however the official score will be kept in the scorebook. Since K-1 is an instructional league no score will be kept. Only fouls and time will be recorded.
- Tie games will be decided as follows:
  - 2<sup>nd</sup> will end in a tie, with no overtime
  - 3-6 will play one, two minute overtime period with a continuous running clock. Each team receives one time-out. If one team is not ahead at the end of the overtime, the game remains a tie.

**During a tournament game if the score remains tied after one overtime period, a second over time period of 2 minutes with no time outs will follow. If the game is still tied, the five players left on the court from each team will shoot free throws. Teams will alternate shooting free throws from the North side basket. After each player from each team has shot, the team with the most baskets will win the game.**
- Teams must register on official registration forms. Forms must be completed in their entirety before the first game of the season. Teams found playing with players not listed on their roster will forfeit that game.
- The Roster must be filled out and the Code of Ethics signed by the head coach and the assistant coach and turned in before the season begins. Players must be at least 5 years old on August 1<sup>st</sup> to participate in the program.
- No players will be allowed to transfer teams after the first game of the season has been played.

13. All teams must have a minimum of seven participating players on their roster and we recommend no more than twelve. If a team has less than 7 players on their roster we reserve the right to add additional players to the team.
14. Players may play on no more than two **teams per grade division** in the youth basketball program. **Players may play in two different grade levels as eligible.** Players may play up grade levels, but not down.
15. Players must have same color shirts with numbers on their backs for identification. Numbers must be at least 6" on the back. Numbers are not mandatory on the front.
16. All team members present and dressed out must play at least eight (8) minutes of each game. The number of minutes played may be monitored. If a coach is found to be playing a player less than eight minutes the team will forfeit that game and the coach will be suspended for the next game.
17. The score-book is the official record. An "officials" time-out should be sought to make corrections. The official score sheet will be final. Each team is strongly encouraged to keep their own score book.
18. Game time is considered forfeit time. A team may start a game with no less than four (4) players present and on the court. **A five-minute grace period will be allowed for the first game only.**
19. Should a team forfeit two consecutive games without properly notifying the Recreation Department the team will be dropped from the league. Notification must be given two working days prior to the forfeiture.
20. Two adult coaches are permitted on the bench. Referees do have the authority to make coaches sit on the bench if a conflict arises. Coaches who do not abide by this rule will receive a warning from the referee and may receive a Technical Foul at the referee's discretion.
21. No protests are allowed on judgment calls of the officials. Concerns about officials must be made to the recreation supervisor. All protests must be filed at the Community Center, by the head coach or the assistant coach, within twenty-four hours of the violation.
22. Teams are required to exhibit sportsman-like conduct after each game by lining up and shaking hands. If a team fails to comply, they will be given an Administrative Technical Foul to be administered at the beginning of the team's next game.
23. If a coach or player receives two technical fouls in one game, he or she must leave the facility immediately. If a coach or player is ejected from the game/facility more than once the coach/player will be suspended and may be expelled from the facility pending a meeting with the Recreation Supervisor and/or Community Services Director.
24. As a coach you are responsible for your team's crowd and their actions.
  - If a problem occurs in your team's crowd, you will be given a warning to take care of the situation.
  - If the problem still exists after the warning, the coach will once again be notified and the referee will issue a technical foul against the offending crowd's team.
  - Further problems will result in a forfeit of the game and possible suspensions of teams, coaches, or fans.
  - If a fan is ejected from the game/facility more than once the fan may be expelled from the facility pending a meeting with the Recreation Supervisor and/or Community Services Director.
25. Each team will receive two coaches' passes good for free entry into any & all of the games during the season. Coaches' passes must be shown at the gate. All fans between the ages of 12 and 55 will be required to pay a \$1.00 entry fee per league game.
26. The recreation supervisor reserves the right to make final determination on any rules or interpretations that may arise throughout the season.

\*Coaches please maintain integrity, be an adult, and a good witness!

Thank you and let's have a great season!!!

## **Republic Parks & Recreation Gym Rules & Security**

*We are requesting your assistance enforcing the following rules, which are to be observed by all groups using the gyms.*

1. Preferably all shoes used in play should be hand carried into gym
2. No running or horseplay on or under bleachers.
3. Siblings of players should remain in the gym at all times and not be allowed to run the hallways without parent supervision.
4. Participants and spectators are allowed to utilize the walking track above the gym, however, people are prohibited from standing and watching games from above.....only walking/running is allowed.
5. Children under the age of 12 must be accompanied by an adult.

**Thank you for helping us take care of our facility.**