

**COFFEYVILLE RECREATION COMMISSION**  
**YOUTH BASKETBALL RULES**

**LEAGUE INFORMATION**

1. Any boy or girl U.S.D. 445 student or Coffeyville resident who is in 1st through 8th grades is eligible to participate in Youth Basketball. CRC will have the final decision on whether a boy or girl (who has made a school team, but later quits or becomes ineligible) is eligible to participate on a CRC sponsored team. Any child living outside the USD 445 district is welcome to enroll as long as there is space available, out of district participants will pay a higher fee.
2. The following Youth Basketball Leagues are offered by CRC:
  - a. Midget League (Grades 1 and 2, co-ed)
  - b. Dyn-O-Mite League (Grades 3 and 4, separate leagues for boys and girls)
  - c. Bantam League (Grades 5 and 6, separate leagues for boys and girls)
  - d. Itty Bitty League (Kindergarten, co-ed)
3. The referees and director of each league shall have complete charge of the game and facility.
4. All games will be played according to National Federation Official High School Rules except for any CRC rule variations, which are otherwise stated.
5. To emphasize participation for all participants and good sportsmanship by players, coaches and spectators attending CRC sponsored youth activities, CRC requires all head and assistant coaches to sign a Coach's Code of Ethics Pledge which encourages to comply with the following principles:
  - a. To place the emotional and physical well being of all players ahead of any personal desire to win.
  - b. To lead, by example, in demonstrating fair play and good sportsmanship to all players and spectators.
  - c. To remember that you are a youth coach and that the game is for the children and not for adults.
6. Any head coaches who do not have their assistant's, Coaches Code of Ethics form turned in will be suspended for one game.
7. Our Cancellation Policy: If the USD 445 cancel classes due to weather, then all of our programs (including practices) are cancelled as well.

**COACHING INFORMATION**

8. **COACHES ARE TO REMAIN SEATED AT ALL TIMES AND WITHIN THE COACHES BOX. ANY VIOLATION WILL RESULT IN TECHNICAL FOULS.**
9. Coaches are responsible for their players at all times (this includes practices as well as games).
10. Each team is allowed only **one** head coach and **one assistant coach** on the bench during the game, no other children are allowed on the bench.

11. The line-up for each team shall be given on a separate piece of paper that the scorekeeper shall keep. All lineups are due ten (10) minutes before game time.
12. At practice please make sure that you continue to work on the fundamentals of basketball.
- 13. COACHES NEED TO REMEMBER THAT PARTICIPANTS ARE ONLY CHILDREN, SO PLEASE USE ONLY WORDS OF ENCOURAGEMENT IN ALL SITUATIONS.**

### **PLAYER INFORMATION**

14. Players may not wear jewelry (rings, bracelets, watches, earrings, necklaces, hair barrettes, etc.) during a game or practice. Chewing gum is not permitted during games or practices.
- 15. Soft-soled athletic shoes that will not leave marks on the gym floor will be allowed.**
16. All players on a team must wear the same color shirt with a large number on the back.
17. Players will play upon the teams they are drafted.
  - a. Exception: If a team is short player(s) they may borrow from the opposing team. The borrowed player will return to the team they were drafted upon completion of play.

### **GAME INFORMATION**

18. Forfeiture time shall be five minutes after scheduled game time.
  - a. This five-minute grace period shall apply only if a team does not have five players ready to play.
  - b. If both teams fail to have five players present, the contest is a double forfeit.
19. New players will be added to rosters when time and room permits. Any changes in a team roster must be approved by the CRC Director.
20. A player or coach who is bleeding or has an open wound shall be prohibited from participating further until appropriate treatment has been administered.
  - a. If medical care or appropriate treatment can be given in a reasonable amount of time, the player would not have to leave the game.
  - b. The amount of time to be considered reasonable is the official's judgment and the re-entry rule would apply to players.
  - c. If there is an excessive amount of blood on the uniform, it must be changed before that individual participates again.
21. Any incident deemed medical or injury will require the parent(s) to produce a signed medical release from a certified Physician before participants will be allowed to participate in ANY CRC sponsored activity.
22. If a concussion is suspect, CRC staff will remove a participant from play.
23. Protests will not be accepted on calls during the game based on the judgment of the referee.
  - a. Only protests on rule interpretation will be accepted and will be settled at the time of protest by the league director and referees.

## UNSPORTSMANLIKE CONDUCT

24. Any participant (player or coach) who displays any form of unsportsmanlike conduct will receive a technical foul.
  - a. A flagrant infraction will result in a technical and immediate disqualification from that game.
  - b. A second incident of flagrant conduct in the same season will result in the suspension of that player or coach for the remainder of the season. (If it is the last regularly scheduled league or tournament game, the player or coach shall be suspended for the next year.)
  
25. If a team member or coach threatens or strikes another player, coach, official, spectator, or CRC representative before, during or after the game, in or around the gym, he/she will be suspended from CRC activities for one (1) full year.
  
26. **Technical Fouls:** After one (1) unsportsmanlike technical foul, the participant (player or coach) will immediately be removed from the game and be required to sit out the remainder of the quarter before being allowed to re-enter.
  - a. If a participant (player or coach) accumulates two (2) technical fouls (unsportsmanlike or non-sportsmanlike), in the same game, he/she will be disqualified for the remainder of that game, plus two additional games.
  - b. If a team accumulates three (3) technical fouls in the same game, that team will automatically forfeit that game.
    - i. The first time this occurs, the participant (player or coach) and/or team will be placed on probation.
    - ii. The second occurrence will result in suspension of that participant (player or coach) and/or team for the remainder of the season.
  
27. **Any fans, spectators that continually harass, display poor sportsmanship toward umpires, officials, players, etc, will be asked to leave the facility.**
  - a. **If fans are ejected, they may be suspended from all CRC activities for a period of 12 months, upon review by the Director of Recreation.**

## ITTY BITTY LEAGUE RULES

1. Itty Bitty will play on a six (6) foot goal with a rookie sized basketball.
2. Itty Bitty is a half-court game and will play 4 vs 4.
3. The foul line will be denoted.

### GAME CLOCK

4. Each game shall consist of five (5), six (6)-minute quarters (Running Clock)
  - a. The clock will stop half way through each quarter (at 3 minutes) for team subs.
  - b. **This is not a time out for coaches to talk with their team just break for both teams to sub players. The clock will only stop during the sub breaks and coach or official's time outs.**
5. There shall be a time limit of five (5) minutes between halves.
6. There shall be a time limit of two (2) minutes between the quarters.

### GAME INFORMATION

7. Itty Bitty games will begin with the home team throwing the ball in from the top of the key.
8. If a team scores the opposing team will put the ball in play at the top of the key.
9. Double-teaming is not allowed. Teams must play man to man defense.
10. One coach from each team is required to be on the court to help instruct the children. The coach must stay behind the three-point line.
11. No score will be kept.
12. When a change in possession occurs, the ball will be blown dead and the team will gain possession at the top of the key.
13. Stealing the basketball will not be allowed.
  - a. If a player steals the ball the play will be blown dead.
    - i. The team that had the ball will have possession at the top of the key.
      1. **Our focus is on the fundamentals of the game: dribbling, passing, shooting technique, defensive technique, rebounding, etc.**

### PLAYING TIME

14. Every player shall play at least six (6) minutes of the first half and six (6) minutes of the second half of each game unless for disciplinary reasons (of which the coach will advise the official scorekeeper prior to the start of the game and be accompanied with the player who is being disciplined).
  - a. Disciplinary reasons include any actions on behalf of the player occurring during practices or prior to the game that are unsatisfactory to the coach.
  - b. The player shall be penalized during his/her required playing time for that game.
  - c. Any unsatisfactory action occurring during the game that would limit that player's playing time should be reported to the official scorekeeper immediately.
  - d. If the official scorekeeper is not notified prior to the game that a player is being benched for disciplinary reasons, the coach is obligated to play the player.

## **BANTAM LEAGUE RULES**

1. The Bantam League will use the regulation 10-foot goals and an intermediate (**women's**) size basketball.

### **GAME CLOCK**

2. Each game will consist of four (4), six (6)-minute quarters.
  - a. There shall be a time limit of five minutes between halves.
  - b. There shall be a time limit of two minutes between the first and second, and the third and fourth quarters.

### **TIME OUTS**

3. There shall be four, one-minute timeouts, per team, per game allowed.

### **GAME INFORMATION**

#### **4. STARTING THE GAME**

- a. No game shall start with less than five (5) players.
  - i. Teams may finish with four (4) players, but cannot play at any time during the game with less than four (4) players.

#### **5. FOULS**

- a. Players will foul out of the game on the fifth foul.
- b. The bonus foul shot will start on the seventh (7th) team foul per half
- c. Double bonus will start on the 10th team foul.

#### **6. LANE VIOLATION**

- a. Three seconds in the lane will be called.

#### **7. FULL COURT PRESS**

- a. Full court press will be allowed in the second half only (third and fourth quarters).
- b. If a team is ahead 15 points or more, full court press cannot be used until the team's lead falls under 15 points.
- c. Full court press will be allowed the full duration of any overtime period.

#### **8. 3 POINT SHOTS**

- a. 3-point shots will be counted if the floor is marked accordingly.

### **PLAYING TIME**

9. Every player shall play at least six (6) minutes of the first half and preferably three (3) minutes of the second half of each game unless for disciplinary reasons (of which the coach will advise the official scorekeeper prior to the start of the game and be accompanied by the player being disciplined).
  - a. Disciplinary reasons include any actions on behalf of the player during practice or prior to the game that are unsatisfactory to the coach.
  - b. The player shall be penalized during his/her required playing time.
  - c. Any unsatisfactory action occurring during the game that would limit the player's playing time should be reported to the official scorekeeper immediately.
  - d. If the official scorekeeper is not notified prior to the game that a player is being benched for disciplinary reasons, the coach is obligated to play the player.
  - e. In the first quarter, coaches shall start and play five (5) players without use of substitutions.
    - i. In the second quarter, any player who did not start and play in the first quarter shall start and play without use of substitutions (In the event of injury, illness or other obvious problems which are jointly determined by the coach, player, and referee to prevent the player from completing play in the quarter in which they started, a substitute may be used).
    - ii. After all players have played one full quarter, the coach may freely substitute players as he/she wishes. (If less than 10 players are present, some players who played in the first quarter will have to play in the second quarter.)

- iii. All players shall play during the second half of each game (preferably at least three minutes).
- iv. **Keep in mind that these leagues are recreational and instructional and offered so that participants are taught the fundamentals of the game and given the opportunity to develop their skills through participation.**
- f. For each player that does not play the required minimum amount of time, a technical foul will be addressed against the coach with technical fouls being shot at the end of the game.
- g. The player who did not get his/her minimum amount of playing time in the game shall start and play at least two (2) full quarters of the next scheduled game.

### **OVERTIME**

- 10. In the case of a tie at the end of regulation play, a two-minute overtime shall be played.
- 11. No more than one (1) two-minute overtimes will be played to determine a winner.
- 12. One timeout of a one-minute duration per team will be allowed in the overtime period.
  - a. Unused timeouts from regulation time **shall not** be carried over into the overtime period.

## **MIDGET AND DYN-O-MITE LEAGUE RULES**

1. Midget League will play on an eight (8) foot goals with intermediate (women's) size basketballs.
2. Dyn-o-mite League will play on a nine (9) foot goal and intermediate (women's) sized basketball.
3. The foul line will be eleven (11) feet for the Midget League and thirteen (13) feet for Dyn-O-Mite League.

### **GAME CLOCK**

4. Each game shall consist of four (4), five (5)-minute quarters.
  - a. There shall be a time limit of five (5) minutes between halves.
  - b. There shall be a time limit of two (2) minutes between the first (1st) and second (2nd) quarter, and the third (3rd) and fourth (4th) quarters.

### **TIME OUTS**

5. There shall be four (4) one (1)-minute time-outs per team per game.

### **GAME INFORMATION**

#### **6. STARTING THE GAME**

- a. No game is to start with less than five (5) players.
  - i. Teams may finish a game with four (4) players, but cannot play at any time during the game with less than four (4) players.

#### **7. FOULS**

- a. Players will foul out of the game on the fifth (5th) foul.
- b. The bonus foul shot will start on the seventh (7th) team foul.

#### **8. LANE VIOLATION**

- a. Five (5) seconds will be allowed in the zone.

#### **9. SCORING**

- a. All baskets scored will be counted as two (2) points only.
  - i. There will not be a 3-point basket.
- b. Midget League
  - i. The scoreboard will be cleared at the end of each quarter.

#### **10. HALF/FULL COURT PRESS**

- a. Midget League
  - i. No defensive play is allowed on the offense until the ball has been passed beyond Red Lines past half court.
- b. Dyno-O-Mite League
  - i. No defensive play is allowed on the offense until the ball has passed half court.

#### **11. DEFENSE**

- a. Midget League
  - i. The colored wrist band system will be used.
    1. The player guards the player on the other team that is wearing the same colored wrist band.
    2. The defense is not allowed to double team a player.
    3. Zone defense will not be allowed in the Midget league.

## **PLAYING TIME**

12. Every player shall play at least five (5) minutes of the first half and 2 1/2 minutes of the second half of each game unless for disciplinary reasons (of which the coach will advise the official scorekeeper prior to the start of the game and be accompanied with the player who is being disciplined).
  - a. Disciplinary reasons include any actions on behalf of the player occurring during practices or prior to the game that are unsatisfactory to the coach.
  - b. The player shall be penalized during his/her required playing time for that game.
  - c. Any unsatisfactory action occurring during the game that would limit that player's playing time should be reported to the official scorekeeper immediately.
  - d. If the official scorekeeper is not notified prior to the game that a player is being benched for disciplinary reasons, the coach is obligated to play the player.
  - e. For each player who does not play their required minimum amount of time, a technical foul will be assessed against the coach with technical being shot at the end of the game.
  - f. The player who did not get his/her minimum quarters of playing time in the game shall start and play at least two (2) full quarters of the next scheduled game.
    - i. In the first quarter, coaches shall start and play five (5) players without use of substitutions.
    - ii. The second quarter, any players who did not start and play in the first quarter shall start and play without use of substitutions. (In the event of injury, illness or other obvious problems which are jointly determined by the coach, player and referee to prevent a player from completing play in the quarter in which they started a substitute may be used.)
    - iii. After all players have played one full quarter, the coach may freely substitute players as he/she wishes in the second half of play while still playing all players (\*preferably at least 2 1/2 minutes.)
    - iv. Keep in mind that these leagues are recreational and instructional and offered so that the participants are taught the fundamentals of the game and given the opportunity to develop their skills through participation.

## **OVERTIME**

### 13. Dyn-O-Mite League

- a. In case of a tie score at the end of regulation play, one (1) two-minute overtime shall be played.
  - i. One timeout of one-minute, per team will be allowed in the overtime period(s).
  - ii. Unused timeouts from regulation time shall not be carried over into the overtime period(s).