

# 1<sup>st</sup>/2<sup>nd</sup> GRADE CO-ED YOUTH BASKETBALL LEAGUE RULES

**ROSTERS:** All participants must be properly registered through the City of Renton Recreation Division. Team rosters are limited to no more than 10 players unless prior approval from League Coordinator.

**SCORE:** No score will be kept. Scoreboard will only show the game time.

**START:** Game will start with the home team taking the ball out of bounds at the baseline of the opposite end.

**QUARTERS:** Games will consist of four 8-minute running clock quarters with a 5-minute halftime (if time allows).

**SUBSTITUTIONS:** Substitutions will only be allowed at the beginning of each quarter. In case of an injury, subs may come into the game on a dead ball. Every player must play a minimum of two complete quarters from beginning to end. A late arriving player should play two complete quarters unless they are physically unable to do so OR they have arrived after the start of the third quarter, then one complete quarter is required. It is the coach's responsibility to fairly rotate players.

**DEFENSE:** Players will be assigned colored wristbands at the start of the quarter. In man-to-man defense only, the defender must be within five feet of the player with the same color wristband. No full-court press, zone defense, or double teams. Defenders may only pick up their player after they cross the designated line at 3/4 court.

1. Break away to the basket: Any player may stop the offensive player who has driven to the basket. Once the offensive player has been stopped, the defender must return to guard their own player.

**SCREENS:** No screens are allowed at this level for the safety of the players.

**JUMP BALLS:** All jump balls will be awarded to the offense.

**STEALING:** Steals may not be attempted when the player is dribbling or has the ball in a held position. Steals can only occur on a pass.

**BLOCKED SHOTS:** A player may not "stuff" a shot or prevent the ball from leaving a player's hand. Once the ball is in the air and has clearly left the shooter's hand, the defender can try to get it.

**FOULS:** Player fouls will be tracked to ensure the safety of the game. Players can foul out (after 5 fouls).

**FREE THROWS:** No free throws; however, the ball will be taken out of bounds at the spot closest to the foul.

**TECHNICAL FOULS:** Any player receiving a technical foul or flagrant foul during a game, will be removed from the game immediately and sit out for the remainder of the half they are playing in. Any player receiving two technical fouls during a game will be removed immediately from the game and will serve a minimum of a one-game suspension. Three technical fouls in one season will result in a one-year suspension. Any coach receiving two technical fouls during the season will be dismissed from coaching. Bench technical fouls on parents and players will be assessed by the coach and Recreation Staff. All technical fouls will result in an automatic two points and possession of the ball.

**DISCIPLINARY ACTION:** Any player receiving disciplinary action from an official during the game may result in that child sitting out for a period of time. Overly aggressive or rough play will try to be corrected by the official by calling fouls or by the coach and may result in a substitution.

**COACH CHAIRS:** To foster a safe space for our officials and players, we ask that all coaches remain seated during the entire game, except for timeouts, substitutions, or an injury. Chairs will be provided to coaches approved to coach in the league.

- Referees may ask that a coach help organize players on the court during the game

**JUDGEMENT CALLS:** Coaches and players are prohibited from communicating (verbally or non-verbally) in reference to the "officials judgment" i.e., calls or non-calls. Coaches and players may ask for a rule clarification from an official only during pre-game and halftime. Infractions of this rule may result in a technical foul and possible suspension, or expulsion determined by the Recreation Staff.

**STANDINGS:** No league standings kept; all the teams are winners.

**KEY TIME:** 5 seconds in key time will be loosely enforced.

**BALL SIZE:** Junior Size Ball, 27.5"

**HOOP HEIGHT:** 8 Feet

