

**RENTON PARKS AND RECREATION**  
**YOUTH BASKETBALL LEAGUE SUPPLEMENTAL RULES**  
**3<sup>rd</sup> and 4<sup>th</sup> Grade Boys & Girls**

*A youth athlete who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from competition at that time. 28A.600.190 (3).*

*A youth athlete who has been removed from play may not return to play until the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussion and receives written clearance to return to play from that health care provider.*

- 1) All participants must be properly registered through the City of Renton Recreation Division. Team rosters limited to no more than 10 players.
- 2) It is the coach's responsibility to fairly rotate players. The goal is to have every player play a minimum of 20 minutes.
- 3) Substitutions will only be allowed at the beginning of the half and the 10-minute mark of each half.
- 4) Games will consist of two 20-minute running clock halves with a 3-minute halftime (if time permits).
- 5) Game Score: Modified scoring, game score cleared to zero at end of the half.
- 6) Man-to-man defense only. Defender must be within 5 feet of player. No full court press, zone defense or double teams. Players may pick up their opponents after they have crossed the  $\frac{3}{4}$  court line designated by the official at the gym. (Green line designated at Highlands Neighborhood Center, blue line designated at Renton Community Center)
  - a) No colored wristbands to show who is guarding who. Help defense is allowed on a drive to the basket. Once the player is stopped, they need to return to their man. Players may switch on defense; however, it is up to the referee's discretion as to whether teams are playing a loose zone. Teams will be warned, and the ball will remain with the offense.
- 7) Game will start with the home team taking the ball out of bounds at the opposite end of the court. Jump balls will be awarded to the offense for remainder of game.
- 8) Stealing is allowed on the dribble and a pass only. **A steal may not be attempted when the player has the ball in a held position. (No reaching in!)**
- 9) Player fouls will be tracked to ensure the safety of the game. **Players can foul out.**
- 10) Free throws: Free throws will be taken on shooting fouls or the once a team reaches the bonus. (7th team foul per half). Free throws will be taken from approximately 12 ft.
- 11) 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 he or she is 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.
- 12) Any coach receiving two technical fouls during the season will be dismissed from coaching. Bench technical fouls on parents and players will be assessed to the coach.
- 13) **All coaches must 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.

**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 will result in a technical foul and possible suspension, or expulsion determined by the Recreation Staff.**

- 14) All technical fouls will result in an automatic two points and possession of the ball.
- 15) No league standings kept
- 16) 5 seconds in the key
- 17) Ball Size: Junior Size Ball, 27.5"
- 18) Rim Height: 9 Feet



Updated 11/20/23