



Competitive Youth Basketball League Rules

The Liberty Parks and Recreation Department Basketball League will follow the rules as governed by the MSHAA (Missouri State High School Activities Association) except where local league rules differ. In those cases, League rules will prevail.

ROSTERS:

Each team must have an official roster on file with the League Supervisor. Maximum number of players per team is 12. Each player must turn in a signed player contract to the League Supervisor or Gym Supervisor prior to the start of the first game he/she will play in. Players shall be entering the grade of division or older to participate in that division. Players may play grades up, but not grades down. Players may be on two rosters only if they are in different grades/divisions. Example: A 5th grade player can play on a 5th Grade D2 team and a 6th Grade D3 team. A 5th grade player cannot play on a 5th Grade D2 team and a 5th Grade D3 team or a recreational team. No person may play in the league who is a member of the Junior or Senior High School basketball team.

ROSTER CHANGE:

Changes may be made prior to the start of each team's 3rd game. No changes may be made after that time. Changes must be submitted to the Gym Supervisor (not to officials) prior to the game so the player is added to the official roster on site.

TEAM RESPONSIBILITIES:

HOME TEAM will be listed first on the schedule and will provide a parent/coach for the scorebook. A timekeeper will be provided by VISITING TEAM. It is the responsibility of each coach to have his team line-up in the scorebook prior to the scheduled starting time. Parents that are volunteering to be timekeeper and keep the scorebook should check in with gym supervisor 10 minutes prior to the start of the game.

FORFEIT TIME:

Game time is forfeit time! Also, any ineligible player (age or playing under assumed name or other factors determined by directors) will cause a team to forfeit a game. It is mandatory for a team to notify the program coordinator if a forfeit is inevitable. Ample time must be given to notify all the teams and officials involved.

MAKE-UPS:

The schedule will be followed as posted. In the case of cancellations due to circumstances beyond the LPR Department's control, the Department reserves the right to schedule games as gym space is available.

RESCHEDULING:

No games shall be rescheduled except at the discretion of the League Supervisor.

UNIFORMS:

Each team's players shall wear a jersey of the same color with a legible, identifying number on either the front or back of the jersey. Numbers on a team cannot be duplicated. Players not in proper uniform will not play. Gym shoes only. Jewelry is prohibited.

BASKETBALLS:

Teams must provide and agree on game ball prior to start of each game. Teams must provide their own basketballs for practices and warm-up balls for games.

Junior Size (27.5)

2nd & 3rd grade boys
2nd, 3rd & 4th grade girls

Intermediate Size (28.5)

4th, 5th, & 6th grade boys
5th, & 6th grade girls
7th & 8th grade girls

Regulation Size (29.5)

7th and 8th grade boys

PROTESTS:

No protests will be allowed. Officials' decisions are final. ALL LPR officials will be State Registered High School Officials. Bill Barnes will serve as the Officials' Coordinator through Liberty Sports Officials.

PLAYING TIME:

The game shall be played in two halves of 20 continuous minutes each with five minutes between halves. During the last minute of each half, the clock will stop unless there is a 20 point spread at which time the clock will not stop and start. If a team is 20 or more points ahead with one minute left, the clock will keep running.

TIME OUTS:

Each team will have two time-outs per half and one time-out per overtime period. Time-outs cannot be accumulated. Time will stop on charged time-outs.

OVERTIME:

Overtime will be 2 minutes - the 1st minute clock runs; the 2nd minute the clock stops for all whistle stoppages.

Double Overtime - will be one minute, sudden death and the clock will stop for all whistle stoppages.

If the game is still tied, the game will be recorded as a tie.

ELIGIBILITY:

Team managers only may question the eligibility of a player dressed in uniform to the Gym Supervisor prior to the start of either half or during a charged time-out. If it is determined by the Gym Supervisor that the player is ineligible, that game will be forfeited by the offending team and that player will not be allowed to play in the program. If the League Supervisor later determines a player is ineligible, all games played may be subject to forfeit.

SUBSTITUTIONS:

Player must report to the scorekeeper and may not enter the game until beckoned by an official.

PRESSING:

If ahead by 20 points you cannot press. If ahead by 30 points you cannot half-court trap.

FREE THROWS:

2nd /3rd grade boys and 2nd/3rd/4th grade girls free throw lines will be marked at 12 feet. 4th – 8th grade boys and 5th-7th grade girls will play regulation, 15 feet. After the seventh team foul in a half, opponents are awarded one free throw, unless it is an offensive foul. If they hit that free throw, they get one extra attempt (known as a 1-and-1 free throw). After the 10th team foul in a half, opponents are awarded two free throws, except for on offensive fouls.

SPORTSMANSHIP:

Team members shall exhibit appropriate behavior towards other players, officials and spectators. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- A. Player/Coach/Fan ejection from the game
- B. Player/Coach/Fan ejection from the league
- C. Player/Coach/Fan suspension
- D. Temporary interruption or cancellation of the game
- E. Team ejection from the league

During the game, the officials have the authority to eject players, coaches or spectators. The Parks & Recreation Department has the final authority on determining the duration of the suspension or other penalty. Any player, coach or spectator ejected from a game must leave the gymnasium. Failure to do so may result in the forfeit of game.

AWARDS:

Individual awards will be given for 1st and 2nd place in each division.

TIE-BREAKERS:

- A. Head to Head Results
- B. Point Differential in Head to Head (up to 20 point max)
- C. Total Points Allowed (against)
- D. Total Points Scored (for)
- E. Coin Flip