



Fieldhouse Basketball League Rules

Supervisor: Devin Diaz

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Playing Rules not specifically covered herein shall follow the National Federation of State High School Associations. The League Director also has the authority to administer rules as deemed appropriate for experience level at any time.

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1 INTRODUCTION

This document has been developed by the Springfield Greene County Park Board Athletics Section in order to familiarize coaches, parents and employees with policies, procedures and league rules for the youth basketball program.

1.1 Purpose

The purpose of the Springfield Greene County Park Board's youth basketball program is to provide the youth of the Springfield Greene County area the opportunity to have fun, learn sportsmanship, rules of the game, and develop the skills needed to be a successful athlete.

1.2 Youth Athletics Philosophy

The Springfield Greene County Park Board Athletics staff believes that youth athletic programs serve an important part in the development of physical, emotional, and mental abilities of children. The main emphasis for all youth athletic programs is participation, increasing individual skill levels and aiding in character development. This philosophy can be achieved by teaching our youth the following concepts:

- **Fundamentals of the game**
Regardless the sport, the primary concern of coaches should be to teach the basics. Each child should receive individual instruction and encouragement to increase his/her personal skill level.
- **Sportsmanship**
Participants should be taught the qualities of sportsmanship and fair play. The emphasis should be on each child doing their best and having fun, not on winning or losing.
- **Team concept**
In team sports, each member should feel that he/she is valuable to the team and can contribute to the team effort. Learning to work with others as a team is essential for successful teams and team members.
- **Respect for Officials**
Coaches should teach children to respect the game officials. Participants should not be led to believe that the actions of an official determined the outcome of an athletic event. The example that is set by coaches (and parents) speaks much louder than the words that are spoken about sportsmanship and respect for others.

2 LEAGUE MANAGEMENT

All leagues will be under the direction of the Springfield Greene County Park Board Athletics Section. The Athletics Section will be responsible for game schedules, league communication, athletics staff, and the supervision of all aspects of the youth basketball program.

2.1 Communication Methods

Communicating information to participants, coaches, and staff will be primarily via email and telephone. Cancellation of games due to inclement weather will be communicated through email/text via teamsideline online software. Please make sure all coaches and parents are aware of the website and how to register for text messaging.

2.2 League Schedules

League Schedules will be prepared by Athletics Staff. Game schedules will be distributed to the coaches via email prior to the season beginning.

2.3 Website Information

League information can be found on the Springfield Greene County Park Board website at www.parkboard.org. League schedules and standings will be posted on the <https://www.teamsideline.com/sites/springfieldmofieldhouse/homewebsite>. Notification of any schedule revisions will be emailed out to the coaches. League standings will be updated regularly throughout the season.

2.4 Important Contact Information

Fieldhouse Sportscenter Office 417-874-2500
Devin Diaz devin.diaz@springfieldmo.gov

3 LEAGUE POLICIES

Welcome to the Springfield-Greene County Park Board youth basketball leagues. The primary objective of this youth sports program is to provide a fun, positive, safe learning experience for everyone involved. To accomplish this objective, we will need the assistance and understanding of every parent and coach.

There is currently a major problem occurring in youth sports. These involve win-at-all-cost coaches, overzealous parents and unruly spectators because they are pushing kids from playing sports in alarming numbers. Sports are the greatest tool we have today to help children develop positive character traits and life values. However, when the focus shifts from what is best for young participants to what is best for others that is when major problems begin.

What's a parent to do? Research shows the value of youth sports. The four cornerstones of self-esteem can be enhanced through youth sports: a sense of belonging, a sense of feeling worthwhile as a person, a sense of dignity, and a sense of control. Research also shows the longer kids play sports, the better their chance of staying in school, getting better grades, and having fewer behavior problems. Positive parent support has been found as one of the major reasons why kids join, and continue to play youth sports.

3.1 League Age

Participant's "League Age" is determined by their current grade level.

- Players may play up grade level(s) but are not permitted to play down grade level(s)
- Adult league participants must be at least 18 years old

3.2 General Ordinance #5197 (offenses related to sporting events)

- Section #1: The term "Sports Official" means any referee, umpire, scorekeeper, timekeeper, field or arena security personnel, field or arena manager or person serving in a similar management or supervisory capacity.
- Section #2: Assault on sports official.
- Section #3: Harassment of a sports official.
- Section #4: Peace disturbance at a sports event.
- Section #5: Property damage related to a sporting event.
- Section #6: Trespass at a sporting event.
- Section #7: Penalty Clause. Any person found guilty of violating this ordinance shall be penalized in accordance with Section 1 – 7 of the Springfield City Code.

3.3 Technical Fouls/Ejections

There is no place for unsportsmanlike conduct in youth sports. Our leagues are designed with the purpose of encouraging kids to be active and develop a knowledge base and love for sports. Calls and decisions may not go in favor of your team, but we ask you to be respectful of all players, spectators and sports officials. Please review the following:

- If a coach receives a technical foul, they will be required to stay seated for the remainder of the game and are not allowed to speak to an official. Your second bench coach must know assume that role.

- If a coach receives a second technical foul, they will be ejected from the game and the facility for the remainder of the that game day.
- Coaches will be responsible for the behavior of their team's spectators. If a coach is warned of a spectator's behavior and the spectator continues to act in an unsportsmanlike manner, the head coach will be issued a technical foul.
- If ejected from a tournament game, it will be the Supervisor's discretion on how many games will be missed. If the action is severe in nature, as determined by the sports staff, further action and suspensions could occur.
- Multiple ejections could result in a longer suspension.

3.4 Being A Model Youth League Parent

The primary objective of this sports program is to provide a fun, positive, safe learning experience for everyone involved. To accomplish this objective, we will need the assistance and understanding of every parent.

Tips on Becoming a Model Youth Sport Parent include:

- Remember that where we practice & play games is like your child's classroom – respect the classroom.
- Make only positive, encouraging comments to the players on both teams.
- Remember, making mistakes is part of the learning process – don't criticize.
- Discuss your concerns away from the players and away from your child.
- Respect the Officials.
- Ask your child if they had fun. Then ask why or why not?
- Control your emotions.
- Get interested in your child's sport and participate in team activities.
- Learn the rules of your child's sport.
- Make every effort to get your child to practice on time.
- Reinforce the coach's instructions when practicing with your child at home.
- Positive reinforcement is the key to improvement.
- Don't undermine team morale.
- Let the coach know if your child will be missing practice or a game.
- Pick your child up promptly after practice and games.
- Tobacco and alcohol use at the Fieldhouse is not permitted – remember this is your child's classroom.

3.5 Team Composition

Rosters can have a maximum of 12 players and a minimum of 6.

A completed roster must be filled out, including parent signature, and turned in before the first game of the season. Teams will not be allowed to play until the roster is turned in to the Fieldhouse Sportscenter Office or the manager on site. Players may be added to a roster. An "add on form" must be filled out and turned in before the new player can play.

Athletes are only allowed to play on 1 team per division unless they are playing for a school team and a club team. The maximum number of teams an athlete can play on in a division is 2 teams. Rosters will be used to determine if a player is eligible to play for a team, if multiple teams claim an athlete the team that turned in the roster first will be designated as the athletes team. If a team is using an athlete that is ineligible the game will be forfeited.

Adult league rosters are final after week 5. Any players participating in games not on the roster before week 5 will be an automatic forfeit for team using the player.

3.6 Inclement Weather

Cancellation Procedure

Athletics staff will notify coaches via email/text should any games be cancelled for inclement weather.

3.7 Uniforms

- All teams must have matching color uniforms with a visible number on the back. Teams are encouraged to have reversible jerseys in order to eliminate wearing the same color as the opposition. The coaches shall agree prior to game time which team shall be light and which shall be dark. Should neither team has reversible jerseys, and the sole colors are the same, a coin toss will be used to determine which team shall be required to wear pennies.

3.8 Awards

Teams will be awarded championship tee shirts for winning their respective divisions.

3.9 Safety

The Park Board seeks to provide safe facilities, and will prepare courts for play in accordance with acceptable industry standards. Coaches are to keep the safety of participants in mind during practices and games.

4 PLAYING RULES

Playing Rules not specifically covered herein shall follow the National Federation of State High School Associations. The League Director also has the authority to administer rules as deemed appropriate for experience level at any time.

4.1 Universal Rules

The following rules will be used in all divisions.

- A team must have 4 players to begin a game. If a team does not have 4 players at their scheduled game time, that game will be ruled a forfeit. There will be a 10 minute grace period for the first game of the night. Once a team has 4 players, that game will start.
- All games will use 8-minute quarters. This will be a running clock except for the final 2 minutes of the game. If a team is leading by 15 points or more the clock will continue to run.
- The clock will be stop for team/official timeouts and technical fouls.
- Each team will be allowed (3) 30 second timeouts during regulation. Unused timeouts will not carry over into overtime play.

4.2 Tie Breakers

LEAGUE/TOURNAMENT CHAMPIONSHIP TIE BREAKERS: The athletics staff will determine league winners. If a two-way tie exists, the winner will be determined by head-to-head competition. If more than two teams are involved in a tie or a two-way tie can't be determined, the winner will be determined using the following tie-breakers:

- Head to head competition.
- The teams shall be ranked according to the fewest points allowed per game played.
- If a tie still exists, the teams shall be ranked according to the most points scored per game played.
- If a tie still exists, by a coin toss.

4.3 Protests

Protests will only be allowed on player eligibility. If a team wishes to protest, they must notify the official immediately. At the moment a protest is called, the protesting team must present a \$25 check to the complex manager only. The team with the protested player has 24 hours to provide documentation that the player is legal. If the player is found to be illegal, the game will be declared a forfeit and the \$25 check will be returned. If the protested player is found to be legal, the game will be considered official and the \$25 check will not be refunded. For tournaments, proof of age is required to be on site to help in determining these issues.

4.4 Official/Coach Interaction

Officials will only work directly with the head coach during the game. Bench coaches are not to address the officials.
NOTE: Consistent arguing or questioning of calls could be determined as unsportsmanlike conduct.

4.5 Forfeits

Game time is forfeit time. There is a 10-minute grace period for the first games of the evening. Games can begin with 4 players.

All forfeits will be recorded by the league supervisor. Any team who chooses to forfeit a game must notify the league supervisor no later than 1 p.m. the day of the game. Failure to notify the league supervisor in timely manner will result in the team having to pay a \$25 reentry fee before playing another game. Any team with more than two (2) forfeits during the season could be subject to removal from its remaining scheduled games.

5. LEAGUE-SPECIFIC PLAYING RULES

AGE DIVISION	GOAL HEIGHT	BALL SIZE	FREE THROW DISTANCE / LANE VIOLATIONS / AGE SPECIFIC RULES	Pressing / Offensive & Defensive Restrictions
K-1 Boys & Girls	8'	28.5	8'. Shooter may land on line after release. No lane violations will be called.	No pressing allowed. Defense must stay within 3-point line. Offense must attempt to penetrate 3-point line every 10 seconds. Personal fouls are not recorded, team fouls will be.
2 ND Grade Boys & Girls	9'	28.5	8'. Shooter may land on line after release. No lane violations will be called.	No pressing will be allowed.
3 rd Grade Boys & Girls	10'	28.5	12'. Shooter may land on line after release. 5 second lane violation.	Pressing allowed at the 2-minute mark of each half.
4 th Grade Boys & Girls	10"	28.5	NFHS Rules apply.	No restrictions.
5 th Grade Boys & Girls	10"	28.5	NFHS Rules apply.	No restrictions.
6 th Grade Boys & Girls	10"	28.5	NFHS Rules apply.	No restrictions.
7 th – 12 th Girls	10"	28.5	NFHS Rules apply.	No restrictions.
7 th – 12 th Boys	10"	29.5	NFHS Rules apply.	No restrictions.
Adult	10'	29.5	NFHS Rules apply.	No restrictions.

* If divisions are combined grade levels, the lower grade level will determine which rules the officials abide by.

(Example: If a 4th grade team is playing a 3rd grade team, 3rd grade rules will be applied.)

*no full court press will be allowed at any level by a team with a 20-point lead or more.

* Clock will continue to run if a team has a 15 point lead.

* In lower level games officials will be allowed to use greater judgement on enforcing certain violations including lane violations, travels, and double dribbles.

* Overtime rules

1st OT – 2 min, clock stops last 1 min. Each team is allowed 1 timeout.

2nd OT – 1 min, running clock. No timeouts.

3rd OT – 1 min, running clock. No timeouts. Sudden death, if no team scores game ends in tie.