

Lacey Youth Basketball Rules 2nd/3rd Grade

I. TEAM ROSTER/PRACTICE

- A. All participants **MUST** be properly registered through LYB and live or go to school within the North Thurston Public Schools boundaries. Rosters are limited to no more than 10 players unless approved by the League Supervisor.
- B. Players may be added to teams with less than 10 players on a first come first served basis and at the League Supervisor discretion
- C. One mandatory practice per week.
- D. Apparel for Play: Court shoes, shorts with no pockets, LYB will provide team shirts.
- E. Jewelry Policy: Participants are not allowed to wear any jewelry while playing. Those participants that have medical I.D. bracelets may wear a wristband over the bracelet. Hair control devices may be worn if made of soft material and not for adornment.

II. EQUIPMENT/GYM SET-UP

- A. LYB will furnish the game officials, game ball, clock, and possession arrow.
- B. Teams will play with an intermediate size basketball.
- C. **ONLY WATER IN A CLOSABLE CONTAINER IS ALLOWED IN THE GYMS. NO OTHER FOOD OR DRINK.**

III. START OF GAME

- A. **Each team is responsible** for providing one (1) adult volunteer to sit and work at the score table. The home team is responsible for the official score sheet. The visiting team is responsible for running the clock and scoreboard. Games will begin promptly as scheduled.
- B. **No Grace Period.** A game must start if a team only has four players. The teams will play four on four. If at any time players are disqualified/or injured so that a team has less than four (4) players, the game is forfeited to the opponents.
- C. Coaches are asked to print team name/number, both the first and last name of each player, and uniform number on score sheet. Players are to be listed in numerical order (i.e. 1-10). LYB Gym Supervisors will take the score sheets at the end of the game.
- D. **Before each game**, coaches should meet with officials to discuss the floor rules. High School Basketball Rules apply except as amended in this document.

IV. PARTICIPATION GUIDELINES

- A. All players must play a minimum of 2 full quarters per game. After the 4-minute mark of each quarter, the clock will be stopped to substitute all players that didn't start the quarter. When a team has seven or more players present for a game, all players must sit out at least (2) 4-minute rotations (1 each half).
- B. Playing time for players arriving after the end of the 2nd quarter will be determined at the Coaches discretion.
- C. Any player leaving the game due to injury must meet participation requirements upon return. Coaches must clear exceptions with opposing coach and officials if the player cannot return.
- D. Before the game begins, a coach must notify the opposing coach and LYB game monitor of any players present at the game that may not meet participation requirements due to disciplinary actions, injury, etc.
- F. Blatant disregard for participation rules will result in game forfeiture upon verification by the League Supervisor

V. GAME INFORMATION

A. Games will consist of four (4) ten (8) minute running quarters.

In the event of a tie a two (2) minute overtime period will be played. If after the overtime the score is still tied, the game will be recorded as a tie.

B. Time Outs: Each team will be allowed three (3) time outs per game. One time out allowed for an overtime period. Timeouts do not carry over from regulation play.

C. Alternating Possession: After the initial jump ball, possession will alternate on each tie-up and quarters throughout the entire game.

E. **Zone Defense is not allowed.** Zone defense is defined as a player defending an area of the court rather than a player. The purpose of the no zone rule is to teach young players an aggressive person-to-person defense. This type of defense teaches the young athletes defensive skills.

F. **Double-teaming is not allowed.** Switching, as long as there is a switch is not considered double-teaming nor is help or backside defense. Once the ball is "dead" (player in possession has given up the dribble) the help must switch or go back to defending his/her player.

G. **Stacking Offense is not allowed.** Stacking an offense is defined as strategically placing offensive players on the court so that all players are not involved in offensive play action. Players on offense must attempt to continually be involved in offensive plays.

H. Penalty for using a zone defense or stacked offense: The official will give the offending team a warning on the first violation of each rule. On the second and following infractions, the opposing team will be given one (1) point and the ball out of bounds.

I. **Back Court Defense is not allowed at any time.**

VI. Free Throws: 2nd/3rd Grade Division

2nd/3rd grade division will play with 8' hoops, Each player present is eligible to shoot one free throw prior to the start of their scheduled game. The free throw line for these ages is 3 feet in front of the standard free throw line. Each free throw made will count as one point towards the game score. Players that arrive late for their game are not eligible for the pre-game free throw. ***Free throws will also be shot throughout the game on all shooting fouls and bonus situations.***

- Player and team fouls will be handled the same as high school basketball. Official scorebook will track personal fouls and team fouls. Players accruing a total of 5 personal fouls in a game will foul out of that game. Teams will shoot free throws in bonus situations.
- After the sixth foul by a team in a half, a bonus situation will be in effect.
- Players fouled while shooting will shoot two (2) free throws if the shot doesn't go in. If the shot goes in, the basket will count and the fouled player will shoot one (1) free throw.
- Intentional, flagrant, and technical foul will be an automatic two (2) points and the ball out of bounds to the offended team.
- Technical Fouls: When a player receives a technical foul they must be taken out of the game for at least two (2) minutes.
- Injuries: When play is stopped for an injury, the player must be taken out of the game. The player may return on the next dead ball.

VII. CONDUCT

- Coaches are responsible for the conduct of assistant coaches, players, parents and supporters of their team.
- Coaches and spectators are not allowed on the court unless motioned on by an official to attend to an injured player. Any infringement of this rule may bring a warning from an official; for any further infringement, the individual may be asked to leave the site. In the event the individual refuses to leave when notified by an official, the team, regardless of the score, will forfeit the game.
- **Only two coaches** will be allowed to sit on the bench with each team during games. Friends or family members not participating as coaches may not sit on the bench.
- Each coach must have a current coach's application on file.
- Profanity and verbal un-sportsman like language not necessarily directed at officials or opposing players, but uttered by a player out of frustration will be penalized with a technical foul against the offending player.

VIII. PLAYER/COACH/SPECTATOR SUSPENSION

- A. A player/coach/spectator who is ejected will be suspended a minimum of one (1) game. League coordinators will decide on length of suspension.
- B. Players/Coaches/Spectators ejected from the game will leave the gym immediately or automatically forfeit the game and face possible expulsion from the league.
- C. Two (2) technical fouls in one game, on a player or coach, shall result in an automatic ejection and minimum one game suspension.
- D. Any player, coach or spectator suspended may not accompany the team at any scheduled game during the suspension.
- E. Coaches and players who have received two technical fouls during one season shall be brought up for review with the board.
- F. LYB League Supervisor has the authority to make rulings on all dealings regarding this league. All decisions are final.

IX. MISCELLANEOUS

- A. Do not yell at or "ride" the officials. Remember that you set the tone for players, parents and spectators. Coaches are ultimately responsible for spectator and player conduct. League Supervisor and officials have right to eject or refuse entry to ANYONE who is not behaving appropriately.
- B. Coaches: Do not leave the gyms until all your players have been picked-up.
- C. For game cancellation information due to severe weather conditions, check the website - www.ci.lacey.wa.us, or call 360-491-0857.
- D. For weekday practices; if school is closed or canceled, practices are canceled as well

Lacey Youth Basketball Rules 4th/5th Grade

I. TEAM ROSTER/PRACTICE

- A. All participants **MUST** be properly registered through LYB and live or go to school within the North Thurston Public Schools boundaries. Rosters are limited to no more than 10 players unless approved by the League Supervisor.
- B. Players may be added to teams with less than 10 players on a first come first served basis and at the League Supervisor discretion
- C. One mandatory practice per week.
- D. Apparel for Play: Court shoes, shorts with no pockets, LYB will provide team shirts.
- E. Jewelry Policy: Participants are not allowed to wear any jewelry while playing. Those participants that have medical I.D. bracelets may wear a wristband over the bracelet. Hair control devices may be worn if made of soft material and not for adornment.

II. EQUIPMENT/GYM SET-UP

- A. LYB will furnish the game officials, game ball, clock, and possession arrow.
- B. Teams will play with an intermediate size basketball.
- C. **ONLY WATER IN A CLOSABLE CONTAINER IS ALLOWED IN THE GYMS. NO OTHER FOOD OR DRINK.**

III. START OF GAME

- A. **Each team is responsible** for providing one (1) adult volunteer to sit and work at the score table. The home team is responsible for the official score sheet. The visiting team is responsible for running the clock and scoreboard. Games will begin promptly as scheduled.
- B. **No Grace Period.** A game must start if a team only has four players. The teams will play four on four. If at any time players are disqualified/or injured so that a team has less than four (4) players, the game is forfeited to the opponents.
- C. Coaches are asked to print team name/number, both the first and last name of each player, and uniform number on score sheet. Players are to be listed in numerical order (i.e. 1-10). LYB Gym Supervisors will take the score sheets at the end of the game.
- D. **Before each game**, coaches should meet with officials to discuss the floor rules. High School Basketball Rules apply except as amended in this document.

IV. PARTICIPATION GUIDELINES

- A. All players must play a minimum of 2 full quarters per game. After the 4-minute mark of each quarter, the clock will be stopped to substitute all players that didn't start the quarter. When a team has seven or more players present for a game, all players must sit out at least (2) 4-minute rotations (1 each half).
- B. Playing time for players arriving after the end of the 2nd quarter will be determined at the Coaches discretion.
- C. Any player leaving the game due to injury must meet participation requirements upon return. Coaches must clear exceptions with opposing coach and officials if the player cannot return.

D. Before the game begins, a coach must notify the opposing coach and LYB game monitor of any players present at the game that may not meet participation requirements due to disciplinary actions, injury, etc.

F. Blatant disregard for participation rules will result in game forfeiture upon verification by the League Supervisor

V. GAME INFORMATION

A. Games will consist of four (4) ten (8) minute running quarters.

In the event of a tie a two (2) minute overtime period will be played. If after the overtime the score is still tied, the game will be recorded as a tie.

B. Time Outs: Each team will be allowed three (3) time outs per game. One time out allowed for an overtime period. Timeouts do not carry over from regulation play.

C. Alternating Possession: After the initial jump ball, possession will alternate on each tie-up and quarters throughout the entire game.

E. **Zone Defense is not allowed.** Zone defense is defined as a player defending an area of the court rather than a player. The purpose of the no zone rule is to teach young players an aggressive person-to-person defense. This type of defense teaches the young athletes defensive skills.

F. **Double-teaming is not allowed.** Switching, as long as there is a switch is not considered double-teaming nor is help or backside defense. Once the ball is "dead" (player in possession has given up the dribble) the help must switch or go back to defending his/her player.

G. **Stacking Offense is not allowed.** Stacking an offense is defined as strategically placing offensive players on the court so that all players are not involved in offensive play action. Players on offense must attempt to continually be involved in offensive plays.

H. Penalty for using a zone defense or stacked offense: The official will give the offending team a warning on the first violation of each rule. On the second and following infractions, the opposing team will be given one (1) point and the ball out of bounds.

I. **Back Court Defense is not allowed at any time.**

VI. Free Throws: 4th/5th Grade Division

4th/5th grade division will play with 10' hoops. Each player present is eligible to shoot one free throw prior to the start of their scheduled game. Each free throw made will count as one point towards the game score. Players that arrive late for their game are not eligible for the pre-game free throw. **Free throws will also be shot throughout the game on all shooting fouls and bonus situations.**

- Player and team fouls will be handled the same as high school basketball. Official scorebook will track personal fouls and team fouls. Players accruing a total of 5 personal fouls in a game will foul out of that game. Teams will shoot free throws in bonus situations.

- After the sixth foul by a team in a half, a bonus situation will be in effect.

- Players fouled while shooting will shoot two (2) free throws if the shot doesn't go in. If the shot goes in, the basket will count and the fouled player will shoot one (1) free throw.

- Intentional, flagrant, and technical foul will be an automatic two (2) points and the ball out of bounds to the offended team.

- Technical Fouls: When a player receives a technical foul they must be taken out of the game for at least two (2) minutes.
- Injuries: When play is stopped for an injury, the player must be taken out of the game. The player may return on the next dead ball.

VII. CONDUCT

- Coaches are responsible for the conduct of assistant coaches, players, parents and supporters of their team.
- Coaches and spectators are not allowed on the court unless motioned on by an official to attend to an injured player. Any infringement of this rule may bring a warning from an official; for any further infringement, the individual may be asked to leave the site. In the event the individual refuses to leave when notified by an official, the team, regardless of the score, will forfeit the game.
- **Only two coaches** will be allowed to sit on the bench with each team during games. Friends or family members not participating as coaches may not sit on the bench.
- Each coach must have a current coach's application on file.
- Profanity and verbal un-sportsman like language not necessarily directed at officials or opposing players, but uttered by a player out of frustration will be penalized with a technical foul against the offending player.

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- B. Players/Coaches/Spectators ejected from the game will leave the gym immediately or automatically forfeit the game and face possible expulsion from the league.
- C. Two (2) technical fouls in one game, on a player or coach, shall result in an automatic ejection and minimum one game suspension.
- D. Any player, coach or spectator suspended may not accompany the team at any scheduled game during the suspension.
- E. Coaches and players who have received two technical fouls during one season shall be brought up for review with the board.
- F. LYB League Supervisor has the authority to make rulings on all dealings regarding this league. All decisions are final.

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- B. Coaches: Do not leave the gyms until all your players have been picked-up.
- C. For game cancellation information due to severe weather conditions, check the website - www.ci.lacey.wa.us, or call 360-491-0857.
- D. For weekday practices; if school is closed or canceled, practices are canceled as well