

Dundee Township Park District

Youth Basketball Rules

All games will be played according to the current edition of the National Federation of High Schools, with the exception of special rules which apply to DTPD Leagues. Girls 5th and 6th Grade will also adhere to the Huntley league rules. Girls 7th and 8th Grade will also adhere to the Inter-Village Basketball league rules.

League	Scoring of Game
1st/2nd Mix	No official score will be kept. When one team scores a basket both teams will get the points. We want players to understand the game and not worry about the score.
3rd/4th Through 7th/8th	Score will be kept for both teams. If there is a difference of 20 or more points between the two teams, the official scorebook will reflect the correct score but the scoreboard will not exceed a 20 point difference.

League	Game Length
1st/2nd Mix	Game will consist of 4 quarters of 7 minutes, running clock.
3rd/4th Boys 3rd/4th Girls	Game will consist of 4 quarters of 8 minutes, running clock.*
5th/6th Boys 5th/6th Girls	Game will consist of 4 quarters of 9 minutes, running clock.*
7th/8th Boys 7th/8th Girls	Game will consist of 4 quarters of 10 minutes, running clock.*

* Regulation clock will be used for the last minute of the 4th quarter unless a team is winning by 10 points or more. If the point difference goes below 10 points; the regulation clock will be used again.

League	Overtime
1st/2nd Mix	There will be no overtime at this level.
3rd/4th Boys 3rd/4th Girls	Overtime will consist of 3 minutes; running clock for 2 minutes, regulation clock for the last one. If teams are still tied after the first overtime the game will be over and remain a tie.
5th/6th Through 7th/8th	Overtime will consist of 3 minutes; running clock for 2 minutes, regulation clock for the last minute. If teams are still tied after the first overtime, a sudden death period will be played: jump ball, no clock, no time outs, and first basket wins.

League	Timeouts
1st/2nd Mix	No timeouts. Coaches are on the floor helping the children.
3rd/4th Through 7th/8th	Each team will receive one (1) timeout per half and one (1) in overtime. Timeouts DO NOT carry over from half to half or half to overtime.

League	Basket Height
1st/2nd Mix Through 3rd/4th	9' Foot Rim Heights
5th/6th Through 7th/8th	10' Foot Rim Heights

Dundee Township Park District Youth Basketball Rules

(Page 2)

League	Playing Time
All Leagues	All Players will get equal playing time regardless of any factors. This is a recreational league and we want all to play when they are present. Each player should also start at least two games of the season.

League	Player Fouls
All Leagues	Each player will receive 5 fouls per game. After the 5th foul, the player is removed from the game.

League	Free-Throw Line
1st/2nd Mix	No free throws will be taken. Team will possess the ball on a shooting foul.
3rd/4th Boys 3rd/4th Girls	Free Throw line is 2' (feet) closer to the basket or the black line at the Rakow Center.
5th/6th Through 7th/8th	Free Throw line is the regulation length.

League	Free-Throw Lane - During Foul Shot
All Leagues	Players in the lane may move into position as soon as the ball is released from foul shooter's hand. Shooter or those beyond the arc can't pursue the ball until it has hit the rim or backboard.

League	Team Fouls
All Leagues	"Bonus Situation" (1 & 1) begins on the 7th foul of each half. "Super Bonus" (2 Shots) begins on the 10th foul of each half.

League	Ball Size
1st/2nd Mix Through 3rd/4th	Junior Size Basketball (27.5 Size)
5th/6th Boys 5th/6th Girls	Woman Size Basketball (28.5 Size)
7th/8th Boys	Men Size Basketball (Official size)
7th/8th Girls	Woman Size Basketball (28.5 Size)

League	Jump Balls
All Leagues	Jump ball will be used to start the game, overtime, and sudden death, otherwise, alternating possessions.

League	Offense
All Leagues	Isolation plays will not be allowed. Some kind of offense must be run. An isolation play is defined as clearing the court to create a one-on-one opportunity. Stalling will not be allowed. If a team is stalling, the referee can issue a warning. A second violation will result in loss of the ball.

Dundee Township Park District Youth Basketball Rules

(Page 3)

League	Defense
1st/2nd Mix Through 3rd/4th	Only Man-to-Man defense for the entire game. Defense must drop back and may pick up their player at the 3-point line to allow players to bring up the ball without pressure
5th/6th Boys 5th/6th Girls	Only Man-to-Man defense for the entire game. Defense can pick up their players at half court but must allow the dribbler to cross half court line.
7th/8th Boys 7th/8th Girls	Man-to-Man defense or Zone defense is allowed

League	Three Second Violation
1st/2nd Mix Through 5th/6th Boys	Players on offense may not be in the lane for longer than 5 seconds. Referred as 3 second violation.
5th/6th Girls Through 7th/8th	Players on offense may not be in the lane for longer than 3 seconds.

League	Double-Teaming*
1st/2nd Mix Through 5th/6th	Double-Teaming is not allowed. A player may play help side defense. Example: Player A is guarding player B. Player B beats player A to the basket. Player C may help defend Player B until Player A gets back into his position.
7th/8th Boys 7th/8th Girls	Double-Teaming is allowed any time throughout the game.

* When playing Man-to-Man defense a player must try to stay within arm's length of the person they are guarding. If this is not being done after 2 warnings, on the 3rd occurrence a technical foul will be called. This is at the referee's discretion.

League	Stealing (Defense)
1st/2nd Mix	No Stealing of any kind is allowed.
3rd/4th Boys 3rd/4th Girls	No stealing the ball off the dribble. Stealing on a pass or loose ball is allowed.
5th/6th Through 7th/8th	Any kind of stealing is allowed

League	Fast Breaks*
1st/2nd Mix Through 3rd/4th	No Fast Breaks are allowed. When a rebound is grabbed the defense and offense should drop back into their position. This will allow for both sides to be ready for the next play.
5th/6th Boys 5th/6th Girls	No Fast Breaks will be allowed in the 1st half of the game. Fast Breaks will be allowed in 2nd half and overtime.
7th/8th Boys 7th/8th Girls	Are allowed at anytime.

* Teams will be warned in the 1st half. If a team continues to fast break, a referee can penalize that team and it will result in a turnover.

Dundee Township Park District Youth Basketball Rules

(Page 4)

League	Half Court Passing
1st/2nd Mix Through 5th/6th	No half-court passes are allowed. Any pass that travels longer than half the length of the court size will result in stoppage of the play and a warning will be issued. A second violation will result in loss of the ball.
7th/8th Boys 7th/8th Girls	Half court passing is allowed at anytime.

League	Defensive Pressing
1st/2nd Mix Through 3rd/4th	No full court or half court pressure is allowed. See defense rule
5th/6th Boys 5th/6th Girls	Defensive Pressing is allowed in the last minute of 4th quarter and final minute of OT.
7th/8th Boys 7th/8th Girls	Defensive Pressing is allowed anytime*

* If a team is up by 10 points or more they are not allowed to press. If the amount of points drops below 10 then they may continue to play press defense

League	Technical Fouls
All Leagues	When a technical foul is given points will be awarded to the opposing team along with possession of the ball; no foul shooting. 1 point for floor technical and 2 points for a bench technical

League	Player Benches
All Leagues	Only the head coach, assistant coach and players in jersey should be seated on or standing near the player bench. All others should be seated in the bleachers.

League	20 Point Rule - Blowout rule
All Leagues	If a team is up by 20 or more points, the scoreboard will remain a 20 point deficit. The scorebook will have the official score but the scoreboard will only show a 20 point difference. The scoreboard and scorebook will reflect each other if the score goes below a 20 point difference again.