# YOUTH BASKETBALL IFAGIIF

## **Streamwood Park District Youth Basketball Rules**

- All Illinois High School Association rules and regulations will be followed, except as herein noted.
- If foul language is used by anyone, the official may stop play and require the offender to leave the facilities. This includes coaches and spectators.
- No shooting baskets during other team's floor time. No bouncing personal basketballs in the gym or hallways during games.

## **Equipment**

- o Instructional (1st and 2nd and 3rd grade)
  - Instructional will have 9 foot hoop
  - Instructional will use a game ball, smaller than the regulation ball. (28.5)
- o Juniors (4<sup>th</sup> and 5<sup>th</sup> grade) and Seniors (6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grade) the regulation ball is 29.5.
- o All participants will be required to wear gym shoes for all practices and games.
- Earrings must be removed or covered. Necklaces must be removed. Glasses must be worn with a strap.

## **League Play**

- Practices and Games are held at Park Place located at 550 S. Park Blvd
- o Games played on Saturdays with the possibility of one Friday night game per team
- o Instructional (1st, 2nd and 3rd grade)
  - 8 game season with no standings
  - Games are Four 8 minute quarters
    - Time is running clock
    - Stopped clock for final minute 2 minutes of the second half. (If a team is leading by 10 points or more that clock will run)
    - Gameplay stoppage every 4 minutes for subs
- Juniors (4<sup>th</sup> and 5<sup>th</sup> grade)
  - Games are Four 10 minute quarters
  - 8 game season plus championship game
    - Time is running clock
    - In the second half clock stops on Free Throws
    - Stopped clock for final 2 minutes of each half. If a team is leading by 10 points or more that clock will run
    - Gameplay stoppage every 5 minutes for subs
- Seniors (6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grade)
  - Games are Two 20 minute halves
  - 8 game season plus championship game
    - Time is running clock
    - In the second half clock stops on Free Throws
    - Stopped clock for final 2 minutes of each half. If a team is leading by 10 points or more that clock will run
    - Subs allowed on dead balls

#### **Playing Time**

- ALL ELIGIBLE PLAYERS MUST PLAY TWO (2) FULL QUARTERS IN THE GAME. No player may play more than (3) full quarters of regulation play in any game, except when a team has six (6) or less players at the start of or during any game.
- A playing time matrix will be distributed to help with substitutions
- Time will be stopped at by the referee at his discretion with help from the scorers table at the 1/2 quarters to allow substitutions when needed. Referees/Scorers table will not stop flow of play if there is a fast break or offensive possession in their half of the court.
- Scorekeepers at each site will be tracking playing time of each player for both teams.

## Time Outs / Halftime / Overtime Rules

- Each team will have 2 (1min) timeouts per half. 1 timeout will be awarded in overtime.
- 3-minute halftime. And one minute break between quarters.
- Overtime
  - o Three minute overtime. Stopped clock final minute
  - Regular Season games have only one overtime. If the game is still tied after the single overtime, the game will end as a tie.

#### **Free Throws**

- Instructional Free-throws: The free throw line shall be 12 feet from the backboard. The players shall line up for a free throw starting on the side of the box closest to the free throw as per IHSA.
- Juniors & Seniors Free-throws: The free throw line shall be 15 feet from the backboard. The players shall line up for a free throw starting on the side of the box closest to the free throw

# **Press Rule**

- Instructional
  - No pressing is allowed
  - Defense must drop back on defense to behind the three point arc
- Juniors
  - Teams may only press in the last two (2) minutes of the 4th quarter and in overtime periods unless they are leading by 10 or more points.
  - When pressing is not allowed, defensive players must wait behind the red line
- Seniors
  - Teams may press the last ten (10) minutes of the second half, unless they are leading by 10 or more points.
  - When pressing is not allowed, defensive players must wait behind the red line
- Pressing will be determined by the referee

#### 3 Seconds violations

- Lane Violation
  - There is a 5 second lane violation for Instructional.
  - There is a 3 second lane violation for Juniors and Seniors.

#### Offense

- The offensive team is not allowed to run a 1-on-1 isolation (Clear out). Example would be moving 4 players to one side of the floor to allow your best player simply go 1-on-1.
- Slaughter Rules
  - If a team is winning by 20 or more points they must make 3 passes in the front court (not including inbounds pass) before attempting a shot.
  - If any team is leading by 30 points the score will not be shown on the scoreboard. It will be kept in the scorebook only.

#### **Fast Break Rule**

- Instructional
  - Teams may only fastbreak in the last two (2) minutes of the 4<sup>th</sup> quarter. Players who steal or rebound the basketball in the front court must wait until all defensive players return to their defensive positions before bringing the ball up the court. If a team or player makes an attempt to fast break, the referee will stop the game and allow the defense to set up their half-court defense.
- Juniors
  - Teams may not fast break once they are up by 10 points. After 10 points, players who rebound the basketball must wait until defensive players return to their defensive positions before bringing the ball up the court. If a player steals the ball once the opposing player crosses the red line, they may not pass the ball up court until the defensive players return to their defensive positions.
- Seniors
  - Teams may not fast break once they are up by 20 points. After 20 points, players who rebound the basketball must wait until defensive players return to their defensive positions before bringing the ball up the court. If a player steals the ball once the opposing player crosses the red line, they may not pass the ball up court until the defensive players return to their defensive positions.
- o Fast breaks will be determined by the referee

## **Championship Games**

- Juniors and Seniors
  - Standings will be kept
    - Only team record will be posted on <u>www.spdathletics.com</u> no scores will be posted
  - The two teams with the best records in the regular season will face off in a championship game on the final week of the season. (January 27<sup>th</sup>)
  - Standings Tiebreaker:
    - Head to Head record
      - In case of 3 way tie the records will be combined vs all 3 teams
    - Head to Head points allowed
    - Overall season points allowed