

# Selah Parks and Recreation

## Youth Basketball Rules



### All Divisions:

- Technical fouls will not count as team fouls.
- Five fouls per player per game before disqualification.
- After 7 fouls per team each half means the bonus is in effect.
- After 10 fouls per team each half means the double bonus is in effect.
- 3-point field goals are acceptable and awarded.
- No triple teaming at any time.
- Coaches are responsible for the conduct of players, fans, and self at all times. Failure to comply with Coach's Code of Conduct *will* result in suspension.
- All coaches must stay off the floor and remain seated as much as possible. **Only two coaches are allowed on the bench area.**

### I. Divisions:

Division 1 will consist of registered 1<sup>st</sup> grade boys and girls  
Division 2 will consist of registered 2<sup>nd</sup> grade boys and girls  
Division 3B will consist of registered 3<sup>rd</sup> & 4<sup>th</sup> grade boys  
Division 3G will consist of registered 3<sup>rd</sup> & 4<sup>th</sup> grade girls  
Division 4B will consist of registered 5<sup>th</sup> & 6<sup>th</sup> grade boys  
Division 4G will consist of registered 5<sup>th</sup> & 6<sup>th</sup> grade girls

### II. Basketball Size:

Little Dribblers class will use a Rookie sized ball: 25.5"  
Division 1 & 2 will play with a Junior/Youth Sized basketball: 27.5"  
Division 3 & 4 will play with an Intermediate/Women's sized basketball: 28.5"

### III. Game Length:

All divisions will play four, 8 minute running clock quarters with a 4-minute half time and a 1-minute break between quarters.

Divisions 3 & 4 will play three, 8 minute running clock quarters and one 8 minute fourth quarter with the clock being stopped at the whistle.

- The clock will stop at the midway point (4 minutes) of each quarter in all games to allow for substitutions by all teams. (The clock should stop during a dead ball as close to 4 minutes as possible, if not, then sound the horn or blow the whistle during play).
- All divisions, the clock will be stopped at the whistle during the last two minutes of the game.
- All games that are tied at the end of regulation will be declared a tie. **NO OVERTIMES!**
- The clock will stop for all injuries. Serious injuries must be reported to the clock person and an official must fill out an incident report, including the concussion law.

### IV. Substitutions:

Substitutions can be done at any dead ball with wholesale changes being done at the halfway point of each quarter. The clock will stop for this event. One minute will be allowed for the substitutions to take place. (Emergency substitutions can be made at anytime during the game on official's approval).

**POC:** Zack Schab: 509-698-7300  
Selah Recreation Coordinator

## V. Time outs:

Each team will be allowed two, 1-minute time outs per half. No carry over.

## VI. Other Rules:

**Each coach and parent must sign off on the concussion law that they have read it and know what to look for and how to respond when a concussion occurs or is suspected.**

### Dead Zone Rule

The dead zone is the 8 foot area at mid-court on either side of the center stripe. It is permissible for teams in divisions 1, 2 & 3 to be 'safe' from defenders in this zone. Once the zone has been entered from the back court, penetration of the zone toward the basket must be made within 10 seconds or be in violation. **Division 1 & 2 teams are the only divisions allowed to reenter the zone during a possession with the zone remaining "safe".** Division 3 teams lose their "safe zone" the first time they cross the line. A timing violation in the dead zone will result in turnover. Division 4 teams do not play with a "dead zone".

#### **Div. 1 & 2.....(1<sup>st</sup> & 2<sup>nd</sup> grade)**

- Cannot defend above the quarter court
- No zone defense
- Will not switch baskets at half time.
- 8 foot basket.
- No double teaming outside the key. This infraction results in the ball being taken out of bounds at the side court. (The 3<sup>rd</sup> infraction will result in a technical foul for remainder of the half). Triple teaming is not allowed.

#### **Div. 3.....(3<sup>rd</sup> & 4<sup>th</sup> grade)**

- Cannot defend above the quarter court (red line)
- No double teaming outside of the key, the third infraction by the same team in a half will result in a technical foul for the remainder of the half.
- No triple teaming at any time. To do so is a technical.
- 10 foot basket.
- **Zone defense allowed in the last four minutes of each half.**
- **The clock will stop at the whistle during the last quarter of play.**

#### **Division 4 – 5<sup>th</sup> & 6<sup>th</sup> grade**

- Cannot defend above the ½ court
- **Zone defense allowed at all times.**
- No triple teaming at any time. This violation will result in a technical foul.
- 10 foot basket.
- **The clock will stop at the whistle during the last quarter of play**
- **Press is allowed in the last 4 minutes of each half unless the team pressing is up by 10 or more points.**

## VII. General Rules and courtesies

- All participants must wear gym shoes that are carried to both practices and games.
- A registered player can only participate on one team.
- Wristbands are mandatory for Div. 1 & 2 teams.
- The clock person is in charge of the gym in the absence of a Parks and Recreational Supervisor.
- The officials are trying to do their best and coaches can help by teaching and showing respect.

- Please help keep the gyms clean by instructing your parents and ball players to pick up after themselves. Waste cans are provided at each site for the trash and garbage.

**Each player on each team should play at least half of each game.**

THE MERCY RULE: 10 point rule