

This is a recreational league and is meant to build skills and a love for the game. Certain rules have been changed to enhance the purpose of the league.

Rule 1: Players

1.1 Teams

Each team shall have five (5) players on the court. A team must have five players to play. If during the game there are less than five players due to injury or ejection, the referee will decide if the game should continue based upon competitiveness, safety, and timing. Coaches are not allowed on the court during play.

1.2 Rosters

Rosters can only be up to the league specified amount. All players must be on the official roster before they can play. All players who are on the roster and attend practice and games must receive an equal amount of playing time.

1.3 Equipment

Players must wear a team shirt.

Balls will be a size 27.5 for grades 4-5 | Size 28.5 for grades 6-7

Rims will be set at 10ft.

Rule 2: Gameplay

2.1 Start of Game

The game will start with a tip off. The second half will not start with a tip off, but with whichever team had the next possession.

2.2 Time and Forfeits

The duration of the game shall be two (2) halves of 20 minutes with a 5 minute half time. The clock runs the whole time except for during timeouts. Coaches have two 1-minute timeouts per half.

Games will begin on time. If a team does not have enough players to start by 5 minutes past the scheduled start time the game will be forfeited.

2.3 The Court

The game will be played the entire length of the court.

2.4 Substitutions

Substitutions can be made on a dead ball. Players need to come up to the table and let the site managers know that they are subbing in. The site manager will wait for a dead ball and then yell substitutions to the referee. When the referee signals, the player(s) may go in.

2.5 Rules

Only grades 6-7 will allow

- Zone Defense
- Full Court Press (Only in the last two minutes of each half and the clock will be stopped during this time. If a team has over 15 point advantage there will be no Full Court Press.)
- Double Team

2.6 Fouls and Misconduct

All rules will be called. The referees know that this is a learning experience. When they make a call, they will let the players know why they called it.

Players will foul out at five fouls. The site manager will be keeping track. After the 7th team foul, free throws will be applied with the 1 and 1 rule per half. After the 10th team foul, two shots will be awarded.

When a referee makes a call, it is not reversible and will not be argued. The referees are unbiased and make the calls as they see them. Coaches and spectators are expected to set a good example for the youth in the league and arguing or yelling at the referees will not be tolerated.

It is okay to calmly disagree with a call. If coaches have a problem with a call or a conflict, please talk with the site manager and he or she will talk with the referee. We will not accept abusive behavior.

Technical fouls will be called on players and coaches. Parents, spectators, and coaches will get one warning. If the abusive behavior continues, the referees or site managers will ask the parent or coach to leave the game. If the abusive behavior is excessive, then that person will not be given a warning and they will be asked to leave immediately. The game will resume when the person has left.