

# 2013 Walkill Valley/High Point Regional Recreational Basketball Rules

**HOME TEAM IS RESPONSIBLE FOR KEEPING THE GAME BOOK AND CLOCK AT THE SCORERS TABLE, AND PROVIDING 2 REFEREES. REFEREES ARE TO BE INSTRUCTED TO CALL ALL FOULS THEY WITNESS. At least one carded referee (or cadet) must work each game. He/she can be accompanied by a non-carded, trained, referee.**

## **THIRD AND FOURTH GRADE:**

1. Defense can only play zone defense.
2. No player can defend outside the 3-point arc until the offense advances the ball into the defensive zone. All defensive players must stay within the 3-point arc until the ball is advanced into this area. If no 3-point arc is marked on the gym floor the top of the key will be used as this defensive line.
3. Offense must advance the ball out of the neutral zone and into the defensive zone within 5 seconds. This will help prevent stalling tactics. Once the ball is advanced into the defensive area the defense can defend in the entire front court. If the ball is knocked out of bounds, or taken out for a jump ball, the defensive zone restriction is "reset", like a new possession.
4. No transition defense is allowed prior to the defensive line described above (no pressing).
5. Foul line should be taped 18-inches closer to the basket from the normal foul line for all foul shots at this grade level. **(If the foul shooter violates the foul line after releasing the ball the referee will ignore the violation unless this action is deemed flagrant in an attempt to gain an advantage to rebound a miss free-throw.)**
6. Eight-foot baskets will be used.
7. Four, eight minute quarters will be played with no overtime permitted – no exceptions. Clock stops for time outs, substitutions and foul shots.
8. No 3-point baskets allowed. All floor attempts are 2-point goals.
9. All first half violations (traveling, double dribble, 3-seconds, back-court) will be called by the official, but the player will be instructed of their mistake and will retain possession of the ball. This does not include fouls or out of bounds violations. All second half violations will be called as normal turnovers, playing with regular rules.

## **FIFTH AND SIXTH GRADE:**

1. No full court press is allowed until the 4<sup>th</sup> quarter. See all levels press comments.
2. Normal 10 foot baskets will be used.
3. Four, eight-minute quarters will be played. Clock stops for time outs, substitutions and foul shots. See all levels for overtime regulations.
4. \*FIFTH GRADE GIRLS ONLY – This level will use the normal foul line for free throws. **(If the foul shooter violates the foul line after releasing the ball the referee will ignore the violation unless this action is deemed flagrant in an attempt to gain an advantage to rebound a miss free-throw.)**

## **SEVENTH AND EIGHTH GRADE:**

1. Full court press allowed at any time during the game. See all levels press comments.
2. Four, six-minute quarters, clock stops for all whistles.

***All families must receive and abide by the league Code of Conduct!***

## **RULES THAT APPLY TO ALL LEVELS:**

1. Overtime, when permitted, will consist of a maximum of 2, two-minute periods with one additional time out per team, per overtime period.
2. 2 one-minute time outs per team per half are allowed. **(Special Note: If you any timeouts remaining at the end of regulation time; you are permitted to carry over a maximum of 1 additional time out into the overtime period for Grade levels 5 through 8, boys and girls only.)**
3. When a team is leading by 10 points or more no pressing defense is allowed by the leading team. This rule will be strictly enforced and will be considered a technical foul by the offending team.
4. **ALL PLAYERS MUST play a minimum of 2 quarters per game except for disciplinary reasons, provided the team has 10 or fewer players. The coach should play everyone equally to the maximum extent practical.**
5. **No players can play the entire game, unless there are only 5 players.**
6. If a team is unable to play after 10 minutes of the scheduled starting time that team will be forced to forfeit the game.
7. If a team does not notify the opposing coach and program director at least 24-48 hours prior to a cancellation, that program is required to pay the home team program to cover referee costs. Payment should be made within one week of occurrence.
8. Halftime recess should be a maximum of 5 minutes and time between quarters should be 2 minutes.
9. Fouls: On the seventh team foul of a half, players shoot one and one. On the tenth team foul of a half, players then shoot 2 foul shots.  
Players are disqualified from play on their fifth foul. If a player fouls out of the game leaving the team with only four players, then a 'team foul', resulting in two foul shots will be called and that player can be left in the game. On subsequent fouls against that player, a 'team foul' will be called in addition to the personal foul. Intentional foul will result in an explanation to the player who commits the foul; two foul shots and possession of the ball will be awarded to the other team. A second intentional foul by the same player will result in removal of that player from the remainder of the game.
10. Cursing and foul language will not be tolerated and will cause the violator to be removed from the game and be suspended for one additional game.
11. When uniforms are the same color the away team will be responsible for changing or wearing a pinney.
12. Coaches are responsible for controlling team players and parents, when necessary.
13. **Substitute non-roster players are permitted if a team does not have more than 5 players, coach can ask for 1 player from one grade level below the team level to a team total of 6 players.. Example, a 5<sup>th</sup> grade boy can substitute for a 6<sup>th</sup> grade team.**
14. Coaches are required to exhibit sportsmanship **AT ALL TIMES**, and set a good example for their players. Coaches are **NOT** allowed to argue vigorously about referee's subjective calls. Rules can be questioned in a civil manner. A coach, warned by the referee for inappropriate behavior, can be told to remain seated ("seat belt rule") for the remainder of the game. If he/she continues after the warning; the referee or director can eject the coach from the gym.
15. Established recreation teams are allowed to play other leagues. Outside travel teams are NOT allowed to play the Wallkill Valley / High Point League. Non-registered recreation league players are not permitted to play. Coaches must keep copies of registration forms with them; if a question is raised. If the coach is unable to supply a copy of the registration form; the player is not permitted to play that game.
16. In the event of school closure or early dismissal on a Friday, all Saturday games are cancelled at Lafayette and Hamburg. Games may still be played on Saturday at Hardyston, Frankford, High Point (Sussex/Wantage home gym) and Ogdensburg, subject to the custodian's decision. The Director will contact the other directors.
17. Player Finger Nails must be trimmed and short; below finger tips. This rule is at the discretion of the opposing coach. The opposing coach can request that the player not play until player is in compliance.

## **GAME BALLS:**

1. All girls' grade levels will use the 28.5 size girls regulation ball.
2. Boy's grades 3<sup>rd</sup> and 4<sup>th</sup> will use the 28.5 size ball.
3. Boy's grades 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> will use the 30.0 size boy's regulation ball.

## **LEAGUE RULES APPLY IN ALL GYMS**

**PLEASE POST A COPY OF THE LEAGUE RULES AT THE SCORERS TABLE. DO NOT START A GAME WITHOUT A COPY OF THE LEAGUE RULES AT THE SCORERS TABLE.**