MRYBC

LEXINGTON, ODESSA, HIGGINSVILLE, OAK GROVE
WELLINGTON, RICHMOND, LONE JACK, CONCORDIA, & ORRICK BASKETBALL LEAGUE
2ND & 3RD GRADE RULES

I. PURPOSE

This program is instituted for the development of all youth participating and not specifically for any individual or team. The principle reason for this program is to teach the fundamental skills of basketball as well as working toward the following goals:

- Learning teamwork
- Participating equally
- Building self-esteem
- Teaching social and physical skills
- Building relationships among peers and parents
- Teaching decision making, responsibility, leadership and respect for authority
- Creating a fun experience for youth and adults

II. GAME RULES: MSHSAA rules will be used with a few variations to meet the needs of this program.

A. Uniforms

1. Team Shirts: Each player is provided a team shirt. This shirt must be worn for all games as issued (names may not be added). A legal basketball number will be on the back of the team shirt (numbers on the front is optional). Once distributed by the coaches, the team shirts become the property and responsibility of the players. No other uniform shirts are permitted.
2. On Game Day, hosting towns that did not supply reversible jerseys they MUST have pennies available in their gym in case two teams have the same uniform color and do not have reversible tops.
3. Shoes: Only clean regulation gym or tennis shoes will be allowed for games and practices. These shoes will be hand carried (not worn) to the gym to avoid damage to the gym floor due to dirt, mud or rocks. The coach is responsible for checking each player's shoes before entering the gym prior to every practice and game. The referee will check each player's shoes during warm-ups before the start of the game. Players who are not in compliance by the start of the game could be disqualified.

B. Basketballs

1. Only basketballs provided by the local league are permitted in the gym during games.
2. The regulation basketball for the division practices and games is the 28.5" (women's) ball.
3. The local league will provide the game ball and warm-up balls for competing teams. Visiting teams should not bring basketballs with them to the gym.

C. Minimum Participants: Teams must have at least five (5) players and one (1) coach to start a game.

D. Team Responsibilities: The team consists of players, coaches and parents. All must be involved and display good sportsmanship and teamwork. The team must also give special attention to school gym rules. Harassment of officials and competitors will not be tolerated. Teams in violation, according to the referee's discretion, will be penalized after one (1) warning by:

1. First Offense After Warning: A technical foul
2. Second Offense: Technical foul and removal of the player coach or fan from the facility.
3. Third Offense: Forfeiture of the game.

E. Timekeeping and scorekeeping: The LR will secure one (1) timekeeper for each game. Each competing coach will provide a scorekeeper for each game. Only responsible individuals will fill these positions. The scorekeepers will keep the scoresheet for the team to which they are assigned. **Mercy Rules:** The clock will run continually in the fourth quarter, stopping only for time-outs and/or injuries

or if there is a 30 point spread. If the spread goes below 30, regular time will be kept. If there is a 40 or more point spread, the score will come off the board and be kept at the table – score sheets only.

F. Line-Ups:

1. Line-ups are provided on the scoresheet. Only players listed on the official scoresheet are eligible to participate. Exceptions can be made only if the LR knows an error has occurred in the printing or changes/additions need to be made. All changes and additions should be noted on the form and the LR should see that the computer data is updated before the next games.
2. Each coach must designate the starters on the scoresheet form at least 5 minutes prior to the start of the game.
3. Each player must check in with his/her scorer prior to entering the game. The player must wait at the scorer's table until signaled into the game by the referee during a dead ball situation. Violation is a technical foul.

G. Time Regulations

1. Warm-Up: At least a five (5) minute warm-up period prior to the start of the game will be provided subject to the discretion of the LR due to time constraints.
2. Game: The game consists of four (4) quarters, each ten (10) minutes in length. The clock will only stop the last two (2) minutes of the fourth quarter.
3. Quarter Break: There will be a two (2) minute break after the first and third quarter.
4. Game will end in a tie if needed—No overtimes.

H. Time Outs

1. Teams are allowed three (3) full time outs per game.
2. Full time outs are one minute in length. The horn will sound after 45 seconds and again at one minute, at which time players should return to the court and resume play.
3. One additional full time out per team, per overtime, added to remaining team totals.

I. Goal Height

1. The basketball goal height will be set at 9 feet.

J. Free Throws

1. The free throw line will be set at 11 feet.
2. Due to the closer free throw line, the position below the block should be filled except in Lexington because of their goal type!
3. The shooter may not enter the lane until the ball hits the rim at which time, they may enter the lane. The players positioned in each lane space may enter the lane as soon as the shooter releases the ball for his/her try at the basket.
4. Bonus Free Throws:
    a. 1-1 Bonus Free Throw will be given on 7th foul (and after) each half.
    b. Double Bonus Free Throws: will be given on 10th foul (and after) each half.
    c. Team Fouls will reset during the 2nd half.

K. Three point arc

1. Three point baskets will be awarded to players making a basket beyond the three point arc.

L. Bench Decorum/Coaches' Rule

1. Proper use of the 14' coaching box will be strictly enforced as follows; Head Coaches may stand to give instructions to players, spontaneously react to an outstanding play, to make substitutions, for injuries and time-outs provided they remain within the coaching box. They are not allowed to stand while questioning/arguing an officials' call. Assistant Coaches are not allowed to stand for any reason other than; time-outs, injuries, spontaneously reacting to an outstanding play. If the Head Coach wishes to properly confer with an official, they may request a time out. Coaches in violation of this Bench Decorum rule will be subject to a Direct Technical foul.

2. The first technical foul charged directly or indirectly to the head coach results in loss of coaching-box privileges and the head coach must remain seated for the remainder of the game, during live ball situations.
3. A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification and ejection*. Ejected adult bench personnel shall leave the vicinity (out of sight and sound) of the playing area immediately and are prohibited from any further contact (direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection may result in the game being forfeited.

M. Technical Fouls, Player, Coach or Fan Disqualification

1. Any intentional act by a player that, in the judgment of the official, is intended to injure or bring bodily harm to another player will result in immediate ejection from the game. Example: a player is shooting a lay-up and the defensive player intentionally shoves the shooter or undercuts their legs.
2. If a coach steps onto the playing area (over the out of bounds line) or out of the coaches box to argue or question an official's call, it will result in a Technical Foul. A coach, player or spectator may not argue a judgment call by an official. A coach may question rules and violations, but a player may not. REMINDER-Coaches are to coach and players are to play, not officiate.
3.* Any Coach, Player and/or Spectator(s) ejected from an MRYBC game and/or facility due to the display of generally bad sportsmanship, and/or offensive language of any type will not be allowed to return to any MRYBC facilities the following Saturday. The above mentioned ejection/suspension may or may not be preceded by (1) verbal warning to be left at the discretion of the LR/Gymnasium Supervisor present at the time of the incident. Any Coach, Player and/or Spectator(s) ejected twice during the same season for any reason and/or ejected for a single act of violence of any type, will be banned from attending any MRYBC youth league basketball facilities/functions for the remainder of the regular season as well as any subsequent post-season tournament play.

N. Defense

1. Man to Man and/or Zone defense is allowed.
2. Pressing is not allowed.
3. After a made basket, a defensively controlled rebound or a turnover occurs, the team transitioning from offense to defense must assemble as rapidly as possible in their three-point arc when the opposing team displays control of the ball.
4. If a team chooses to fast break and does not wait for the defense to retreat, the defense must wait until the ball crosses half court before confronting the player with the ball.
5. Defensive players can leave the three-point arc when the ball crosses half court
6. Double Teams allowed inside the 3 point arc <u>ONLY.</u>
7. Violations of rule III-M-4 will result in an illegal defense violation. Illegal defenses will be penalized in the following manner:
    a. First Violation: A warning
    b. Additional Violations: The offensive team will get two free throws and the ball out of bounds at half-court.

O. Borrowed Player Rule

1. Short Teams: A team with five (5) players at the start of a game may borrow one (1) player from another team from the same town in the same division. A team with four (4) players may borrow two (2) players from another team from the same town in the same division. Added players must be a different player each week. The LR or other league official must approve the added player upon availability. A borrowed player will be removed from the team if a roster player arrives late. The intent is to give playing time preference to team roster players first, with borrowed players acting as subs for those team players – not as the new star of the team.

Borrowed players must be on the scoresheet prior to the game beginning. No borrowed players will be allowed to play after the game begins.

2. Disciplinary Action by Coach: Coaches may use playing time for disciplinary purposes but they must abide by the following rules when doing so.
    a. Notification of Player and Parents: The player and the player's parents must be notified of such action and the reason(s) for it prior to the start of the game.
    b. Scorekeeper Notification: The scorekeeper assigned to the coach's team must be notified in writing before the start of the game. The written explanation must include the specific reason(s) for the disciplinary action. The scorekeeper will then attach the written explanation to the scoresheet.
    c. Severe Disciplinary Action: More severe disciplinary action than is listed above must be approved by the LR.

Q. Any Coach, Player and/or Spectator(s) ejected from an MRYBC game and/or facility due to the display of generally bad sportsmanship, and/or offensive language of any type will not be allowed to return to any MRYBC facilities the following game. The above mentioned ejection/suspension may or may not be preceded by (1)verbal warning to be left at the discretion of the LR/Gymnasium Supervisor present at the time of the incident. Any Coach, Player and/or Spectator(s) ejected twice during the same season for any reason and/or ejected for a single act of violence of any type, will be banned from attending any MRYBC youth league basketball facilities/functions for the remainder of the regular season as well as any subsequent post-season tournament play.

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