

Green Country Youth Basketball League

2017-2018 League Rules

THESE RULES APPLY TO OUR LEAGUE GAMES WITH TEAMS WITHIN OUR LEAGUE AND LEAGUE TOURNAMENTS

League Teams: Catoosa, Collinsville, Oologah, Skiatook, Sperry, Pawhuska (6th Grade)

2nd & 3rd GRADE

- 2nd Grade - No pressing at any time
- 3rd Grade - No pressing until last minute of 2nd and 4th quarters – defense can then half court press when ball crosses half court line
 - Normal play: When the defensive team gains control of the ball in the backcourt the offensive team must go to the 3 point arc to start playing defense. Cannot start to defend until either first pass or 5 seconds after ball crosses half court. A turn over cannot happen in the backcourt unless it is self-made: example Player is dribbling ball up the court and before they get to the half court line they somehow make the ball go out of bounds.
- *2nd Grade – 8 foot goals, 3rd Grade -10 foot goals *2 timeouts per game *2nd Grade – No 3 point shots (shots made behind arc will count as 2 points), 3rd Grade - 3 point shots are allowed * No lane violations however a player cannot set up in the 3 second lane *Relaxed rules to learn the basics
- Pre-game free throws – Each player for both teams will shoot one free throw, both teams will have equal number of shots. These pre game free throws count towards each team's score.
- Playing time will be: Four 6-minute quarters– non-stop clock 1st and 3rd quarters and the 2nd and 4th quarters the clock will stop with each stop of play by referees whistle the last full minute. Please note the Clock will stop on whistle if shooting foul. Clock will start when shooter gets ball unless it is a 2 shot foul (not 1 and 1) then clock will start when shooter gets ball on 2nd shot. Shooter will have 5 seconds to shoot ball. On 1 and 1 foul, clock will start when shooter gets ball on 1st shot and will continue to run unless in last minute of each half. Basketball Size 27.5
- Free Throw Line will be 2'6" towards the goal from the standard free throw line. All courts should be clearly marked before the game starts.

4TH GRADE

- *10 foot goals *Press only last minute of each half (2nd and 4th quarters) *Step up free throw line (This is even with the 1st mark of the lane spots from the free throw line.) * 2 time outs per game
- Playing time will be: Four 7-minute quarters– non-stop clock 1st and 3rd quarters and the 2nd and 4th quarters the clock will stop with each stop of play by referees whistle the last full minute of these two quarters. Please note the Clock will stop on whistle if shooting foul. Clock will start when shooter gets ball unless it is a 2 shot foul (not 1 and 1) then clock will start when shooter gets ball on 2nd shot. Shooter will have 5 seconds to shoot ball. On 1 and 1 foul, the clock will start when shooter gets ball on 1st shot and will continue to run unless in last minute of each half. All Lane violations – relaxed, however they will be called after 2nd warning. (Coaches can not give the warning to the officials)

5TH GRADE

- *10 foot goals *Press only last 2 minutes of each half (2nd and 4th quarters) *No pressing when 15+ ahead *2 timeouts per game *All Lane violations in effect
- Playing time will be: Four 8-minute quarters– non-stop clock 1st and 3rd quarters and the 2nd and 4th quarters the clock will stop with each stop of play by referees whistle the last full minute. Please note the Clock will stop on whistle if shooting foul. Clock will start when shooter gets ball unless it is a 2 shot foul (not 1 and 1) then clock will start when shooter gets ball on 2nd shot. Shooter will have 5 seconds to shoot ball. On 1 and 1 foul, the clock will start when shooter gets ball on 1st shot and will continue to run unless in last minute of each half.

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6TH GRADE

- *10 foot goals * Press anytime unless 15+ points ahead * 2 timeouts per game
- Playing time will be: Four 8-minute quarters– non-stop clock 1st and 3rd quarters and the 2nd and 4th quarters the clock will stop with each stop of play by referees whistle the last full minute. Please note the Clock will stop on whistle if shooting foul. Clock will start when shooter gets ball unless it is a 2 shot foul (not 1 and 1) then clock will start when shooter get ball on 2nd shot. Shooter will have 5 seconds to shoot ball. On 1 and 1 foul, the clock will start when shooter gets ball on 1st shot and will continue to run unless in last minute of each half.

General information

- *Pre-game warmup will be 3 minutes
- *Half time – 2 minutes with 1 minute between 1st & 2nd quarter and 3rd & 4th quarter.
- *Overtime – 2 minutes with stopping clock, plus one timeout, 1-time out per overtime, no carry over of time outs from regulation game or overtimes. (If you don't use them you lose them). Maximum of two overtimes, if the game is still tied after two overtimes then the game will be decided by free throws, the five players on the basketball court from each team when the 2nd overtime is over are the **only players** eligible to shoot the free throws. In a non-tournament game if still tied after the free throws the game is declared a tie.
- Player Participation each player in league games (**not tournaments**) must play amount of time equal or greater than one quarter of play time. Player play time should be recorded in score book.
- Basketballs: Sixth grade Boy's teams will use the standard High School Basketball size 29.5; 4th and 5th grade teams will use 28.5 size basketball; 2nd & 3rd grade will use a 27.5 basketball..
- Gate admission: \$4.00 for adults, \$1.00 Children (5 and under free), \$2.00 for senior Citizens (65 & up). Coach's pass will be issued, there will be only two per team.
- **Coaches only bring Basketballs to gym on Game day. Teams will provide game ball**
- Final score will be recorded by clock keeper on scorecard, signed by officials and input on website
- **Only coach and 2 assistant coaches on team bench. Only one can stand at a time.**
- All teams should show up for games a minimum of 30 minutes before their game time. Scheduled games can and will start before schedule times but not more than 20 minutes.
- Green Country Youth Basketball League will have Post Season Tournaments to determine league 1st and 2nd place in each age and division. Trophies will be given.
- The home team will keep the official scorebook.
- Mercy Rule – score will be frozen when the score reaches a 20 point spread
- No pressing with \geq 15 point lead
- The clock will run for the last minute of the game if one team has a 15 point or more lead
- All players are to check in at the score table before allowed to enter game, NO substitutions from the bench
- Coaches receiving two technical's resulting in the coach being remove from the gym will be given a one game suspension from coaching and as a spectator at the next scheduled game.

If a team does not show up for a scheduled game, that team or their home association will be required to pay the fee set by the league, unless there has been given a 48 hours advance notice.

RULES ON PLAYERS:

- Can only be on one roster for League Games and League Sanctioned Tournaments.
 - Players cannot participate (play or sub) for more than one team in any League Game or League Sanctioned tournaments.
 - Only exception: if team has less than 5 players, approval from opposing teams Club Director and/or Tournament Director will need to be obtained before substitution player can be picked up and added to temporary roster.
- Reasons for picking up players:
 - Sickness, Injury, School Function, Out of Town
 - Substitution player must be younger or approved by Director(s)