



DELHI TOWNSHIP PARKS & RECREATION
2017 YOUTH BASKETBALL RULES
GRADES 3 - 6

LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved should be allowed to participate on an equal basis in a low competitive atmosphere. The focus should be on individual development, fundamentals and teamwork. The main emphasis is on having fun, involving the family, and developing a positive self-image. Good sportsmanship is expected at all times from the players, coaches and parents.

GENERAL PROGRAM GUIDELINES

1. PLAYING TIME - It is the intention of this program that all players are given an equal opportunity to participate. Therefore, all coaches are expected to allow each team member equal playing time in each game. The only exception would be in case of an injury, illness or disciplinary action. In the event of disciplinary action being imposed by a coach and a particular player is not going to receive equal playing time, the following parties must be notified:
 - The parents of the player
 - The parks & rec. department
 - The opposing coaches
 - The officials prior to game
2. FORFEITS - There will be no forfeits. If one team is short players they may borrow from the other team. Teams will play 3 vs. 3 or 4 vs. 4 to accommodate the number of players for each team.
3. TECHNICAL FOULS/EJECTIONS - Any player or coach assessed two technical fouls in a game will be ejected and must leave the building. Any player, coach or spectator ejected for any reason will be suspended for the next league game. If the coach is ejected, they must designate an assistant to continue the game.
4. RULE INTERPRETATIONS- All questions on rule interpretations will be decided by the game official. If there is a specific rule in question, please contact the Parks & Rec. Office so we may address the situation for future games. Please keep in mind that the example you set as a coach will be one your players will follow.

PLAYING THE GAME

The Michigan High School Athletic Association (M.H.S.A.A.) rules shall govern play with the following exceptions:

1. SCOREKEEPERS & TIMEKEEPERS - The home team (listed first on the schedule) will be responsible for supplying a scorekeeper. The referee will act as the official timekeeper.

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2. JEWELRY - For safety, players are not permitted to wear jewelry during a game (i.e. earrings, bracelets, necklaces)
3. JUMP BALLS - Games begin with a jump ball and the alternating possession rule will be in effect for the rest of the game.
4. LENGTH OF GAME - Game consists of four (4) ten (10) minute quarters (running time). Clock will stop only for the following:
 - The mid-point (5-minute mark) of each quarter for substitutions. The referee will blow the whistle to indicate the mid-period. Mid-period break is not a time-out. Substitutions are to be made quickly to keep games on schedule.
 - Time outs
 - Injuries
5. SUBSTITUTIONS: Substitutes may enter the game only on a stoppage of play and must be waived in by an official. Recommend coaches use the mid-period break to substitute players to help facilitate the equal playing time rule. However, it is not mandatory.
6. BREAKS - There is a one-minute rest between periods. NO HALFTIME.
7. TIMEOUTS - Each team is allowed four (4) thirty (30) second time-outs per game. The clock will be stopped for all timeouts.
8. KEEPING SCORE - At the conclusion of each quarter the scoreboard will be returned to zero.
9. TEAM FOULS - The first 6 common fouls of each half will result in a throw-in for the offended team. On the seventh foul of each half and each subsequent non-shooting foul will result in a one and one free throw situation. Double bonus does not apply.
10. PERSONAL FOULS - Since the players do not have numbers, individual players may not foul out. A game official may determine that a player is playing too aggressively and committing too many fouls. If this is the case, the coach must enter a substitute into the game for this player.
11. THREE POINT SHOT: The three point shot does not apply.
12. DOUBLE-TEAMING: Double-teaming is permitted by the defense.

GENERAL

1. No players, parents or coaches will be allowed in the gym more than 15 minutes before the start of their game. Parents, players and coaches of the second game are asked to remain outside the gym until the conclusion of the first game.

2. Players are not allowed to bring their own basketballs to the games. The Parks and Recreation Department ask that the coaches relay this message to the players and parents in order to keep confusion to a minimal. For additional gym rules, please refer to the "Holt Public Schools Facility Utilization Rules" sheet.
3. Coaches and parents are responsible to see that the gym is clean and chairs are back on the racks at the conclusion of final game.
4. When school is canceled due to inclement weather or any other reason, all practices are automatically canceled. Coaches may not cancel games. Games will be rescheduled upon availability.
5. Coaches conduct that conflicts with league philosophy will be reprimanded.
6. Shake hands with your opponents at the conclusion of the contest.
7. Parks & Recreation Department will be the final authority on all issues and will act in the best interest of the program.

REMINDERS

1. Due to limited space in the gymnasiums, please do not arrive any earlier than 15 minutes prior to your scheduled game time.
2. In order to keep confusion to a minimum, players are not allowed to bring their own basketballs to the gyms on game days.
3. For safety purposes, jewelry may not be worn during games.
4. The home team (listed first on the schedule) will be responsible for supplying a volunteer to keep score.

INCLEMENT WEATHER

In the event of inclement weather, Parks & Recreation Department has a voice-mail system (Sports information number) in which coaches, parents, and players may call to find out the status of their games. The voice mail message will be made at 8:00a.m. If the 9:00a.m. games are canceled, all subsequent games are canceled.

DELHI PARKS & RECREATION SPORTS INFORMATION NUMBER; 694-3433

RULE DEFINITIONS:

ZONE DEFENSE: Zone defenses will not be allowed in any division.

Penalty: First offense coach receives a verbal warning.

Second offense will result in a technical foul.

Basic principals describing a zone defense are as follows: After the offensive team has advanced the ball into its front court, no defensive player can guard an area of the court instead of guarding an opponent

longer than 3 seconds. The 3 second count starts when the offensive team is in clear control of the ball in its front court.

BACKCOURT PRESS RULE: Grades 3-6, No pressing - No defense can be played on the ball until the ball is in the front court. When the defensive team gains possession the other team must go to their defensive end.

LANE VIOLATION: By remaining in the lane for 5 seconds, a player is guilty of a lane violation when the ball is controlled in the frontcourt. A 5-second violation is not in effect when a player attempts a field goal and/or the count shall be terminated for an interrupted dribble.

FREE THROW LINE: Grades 3/4 shoot from 12 feet, grades 5/6 shoot from 15 feet and may step over the line after they release the ball, but may not go to the basket for a rebound until the ball hits the rim.

SPECIAL RULES BY DIVISION

<u>RULE</u>	<u>GRADES 3-4</u>	<u>GRADES 5/6</u>
PRESSING	NONE	NONE
FOUL LINE	12 FEET FOR 3/4	15 FEET