



Renaud Spirit Center Youth Basketball Rules

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Schedules & Results posted at: http://www.ofallon.mo.us/parks/ath_schedules.htm

CODE OF CONDUCT

The City of O'Fallon considers the teaching of good sportsmanship as the most important goal of the program. The proper conduct of the coaches, players, parents and spectators is essential to realizing this goal.

THE CITY OF O'FALLON PARKS & RECREATION DEPARTMENT WILL NOT TOLERATE ANY OUTBURST (VERBAL OR PHYSICAL) FROM ANY PLAYER, COACH, OR SPECTATOR AT ANY TIME DURING THE GAME.

1. Players must demonstrate a positive attitude and good sportsmanship toward teammates and opponents.
2. Coaches shall conduct themselves in an exemplary manner at all times and shall act in a sportsmanlike manner which is consistent with the purpose of our program.
3. Abusive or profane language and fighting will not be tolerated before, during or after games.
4. There will be no unnecessary display by a coach, player or spectator as a result of an official's call. Official judgment calls are not grounds for a complaint. Questions about specific calls should be held until the end of a quarter, half or game and made to the referee in a calm manner by a member of the coaching staff. It is not the responsibility of the official to explain his or her calls during the game or to instruct the coaches on the rules of the game.
5. Any coach or player violating the code of conduct will be subject to disciplinary action. This includes but is not limited to sitting the remainder of the half, being assessed a technical foul, ejection from the contest and suspension. Teams or coaches receiving technical fouls will be reported to the league director. Any player or coach ejected from a league game will receive a minimum of one game suspension starting with the next league game in addition to the game they are disqualified from. Depending on the degree of the situation additional disciplinary action may result. Types of disciplinary action may be suspension, probation, dismissal, and/or forfeiture of the contest.
6. Any spectator who demonstrates poor sportsmanship will be requested to leave the contest facility for the remainder of the day. This will be reported to the league director and appropriate disciplinary actions may be taken.

PLAYER ELIGIBILITY & PARTICIPATION

1. Players participate at their present academic grade level. Players can play up a grade level, but not down. For example, a player enrolled in 6th grade can play in the 7th grade league, but not the 4th & 5th grade league.
2. A player cannot play on more than one team per division. Any violation will result in a forfeit.
3. Every player listed on the game roster at the start of the game must play the equivalent of one quarter or the game will be considered a forfeit. If a player is injured, sick or benched for disciplinary reasons this rule is waived.
4. A completed team roster must be submitted before the start of the second game. No amendments will be allowed during the season.
5. Should a coach wish to protest an opposing coach's failure to comply with the eligibility & participation rules, he/she must initiate the protest by notifying the gym supervisor prior to the end of the game in question.

GAMES

1. All players must wear identical team uniforms, consisting of a jersey or t-shirt with a number imprinted on the back, and, if possible on the front.
2. In the event of a uniform conflict, a coin flip will determine who must change jersey colors or wear pinnies. Failure to comply will result in an automatic forfeit.
3. Teams must have five (5) players to start each game. The game will be forfeited if the team is not assembled by five (5) minutes after game time. The scorekeeper maintains official time. Late teams will not receive a warm-up period.
4. All game rosters must be submitted to the scorekeeper no later than three (3) minutes prior to game time. A player may be added to a game roster after the start of the game with a penalty of a 2 shot technical foul.
5. Warm up and practice balls must be provided by the individual teams.
6. Only two coaches are allowed on the players' bench during the game. One coach must remain seated on the bench at all times.
7. Teams may request special scheduling PRIOR to the schedule being prepared, and to the extent reasonably possible, scheduling requests which are based upon a conflict for a large number of a team's players will be honored. Once the final schedule is distributed, teams requesting a schedule change will be subject to a \$40 game change fee and must provide a minimum of 7 days notice. Failure to report for a scheduled game will result in a forfeit.
8. Two forfeits, regardless of the reason, will result in dismissal from the league and forfeiture of league fees.

SPECIAL GAME RULES BY AGE

MSHAA rules will apply except as noted below:

7th grade

1. Games will consist of two (2) halves, eighteen (18) minutes in length, with a continuous running clock stopping only for free throws, time outs and injuries. The clock will stop on all official whistles during the last 2 minutes of each half provided the point differential is less than 20 points. There will be a three (3) minute half time.
2. There will be three (3) time outs per game.
3. Tie games will have a two (2) minute over-time period with each team receiving one timeout. After the overtime period "sudden death" (first team to score wins) will decide the winner.
4. Games will be played using a 10 foot rim and an official men's size basketball. (Girls will use a women's size ball.)
5. Full court pressing will be allowed provided the point differential is less than 15 points. If the differential is 15 points or more neither team may press.

6th grade

1. Games will consist of two (2) halves, eighteen (18) minutes in length, with a continuous running clock stopping only for free throws, time outs and injuries. The clock will stop on all official whistles during the last 2 minutes of each half provided the point differential is less than 20 points. There will be a three (3) minute half time.
2. There will be three (3) time outs per game.
3. Tie games will have a two (2) minute over-time period with each team receiving one timeout. After the overtime period "sudden death" (first team to score wins) will decide the winner.
4. Games will be played using a 10 foot rim and an official men's size basketball. (Girls will use a women's size ball.)
5. Full court pressing will be allowed provided the point differential is less than 15 points. If the differential is 15 points or more neither team may press.

4th & 5th Grade

1. Games will consist of two (2) halves, sixteen (16) minutes in length, with a continuous running clock stopping only for free throws, time outs and injuries. The clock will stop on all official whistles during the last 2 minutes of each half provided the point differential is less than 20 points. There will be a three (3) minute half time.
2. There will be three (3) time outs per game.
3. Tie games will have a two (2) minute over-time period with each team receiving one timeout. After the overtime period "sudden death" (first team to score wins) will decide the winner.
4. Games will be played using a 10 foot rim and a women's size (28.5 in) basketball.
5. **Recreational Division:** Full court pressing will not be allowed until the last 2 minutes of the game and there must be a point differential less than 15 points. If the differential is 15 points or more neither team may press.
6. **Competitive Division:** Full court pressing will be allowed provided the point differential is less than 15 points. If the differential is 15 points or more neither team may press.
***In a season where teams are not split into Recreational & Competitive divisions, Recreational rules will apply.**

3rd grade

1. Games will consist of four seven (7) minute quarters with a continuous running clock stopping only for free throws, time-outs, and injuries. The clock will stop on all official whistles during the last 2 minutes of each half provided the point differential is less than 20 points. There will be a three (3) minute half time.
2. Each team will get two time-outs per half and there is no carry over.
3. Tie games will have a two (2) minute over-time period with each team receiving one timeout. After the overtime period "sudden death" (first team to score wins) will decide the winner.
4. Games will be played using a 10 foot rim and a women's size (28.5 in) basketball.
5. The scorekeeper will keep track of team fouls only. Individual fouls will not be tracked. However, if a child is creating a lot of fouls in a quarter it will be the coach's responsibility to call time out and sit the child down.
6. Free throws will be shot from a 12 foot line.
7. Substitutions will only be allowed in case of an injury; at the end of the quarter; or during a coach's time out.
8. Defense:
 - a. Man to man defense only. No zone defense.
 - b. Half court pressure only. No full court press. Defensive team is not allowed to challenge offensive player, or make a defensive play (including stealing a pass, stealing off the dribble, or blocking a shot), until ball is advanced beyond half court.
 - c. If a team is up by 15 points then the defense is restricted to within the 3 point arc.
 - d. No double-teaming will be allowed. Double-teaming will be called when two (2) or more defensive players are guarding a person with the ball who is not attempting to score.
9. Fast breaks are allowed unless a team is ahead by 15 or more points. Fast breaks are defined as a stolen, turned over or rebounded ball in the front-court, in which the ball is advanced ahead of the defense, with the intent to beat the defense to the goal.