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MARSHALL COUNTY YOUTH BASKETBALL, INC.

RULES 2017-2018

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The 1<sup>st</sup> and 2<sup>nd</sup> grade division games will consist of two 15-minute halves with a continuous clock until the final minute of each half. Substitutions will be made every three minutes throughout the game. There will be no score kept at this level. Teams can play only man-to-man defense. In the first half of every game teams can play defense at the three-point line in the second half defense can extend to half-court. No double-teaming at this level until the ball is inside the free-throw lane area. Players at this level are allowed to have 6 fouls before fouling out in order to insure more opportunity to learn the game. Ball Size for 1<sup>st</sup>/2<sup>nd</sup> grade will be 27.5, goal height will be 8 feet, and free throw distance will be 10 feet.

THESE RULES ARE ESTABLISHED TO GOVERN PLAY WHILE ALSO PROVIDING AN APPROPRIATELY COMPETITIVE LEVEL OF STRUCTURED PLAY. THIS WILL BENEFIT BOTH THE CHILDREN AND INTEGRITY OF MARSHALL COUNTY BASKETBALL.

## **1. GENERAL**

- a. Games will begin at their scheduled times OR five minutes after the prior game, whichever is later. Forfeit time will be five minutes after starting time of scheduled game. If a team only has four players they can still play the game, but it will be considered a forfeit in the standings.
- b. All games will consist of two 20-minute halves with a continuous clock. The clock will only stop for substitutions every five minutes. Teams must clear the bench and rotate using the implemented format (forms will be provided). NOTE: Teams can "free sub" the last five minutes of each half; teams and the clock will stop on ALL dead balls, unless there is 20 point difference in the score (second half only).
- c. Each team is allowed three timeouts during a regulation game. Each team will receive one timeout during an overtime period.
- e. High school rules are in effect, except for the modifications listed in this document.
- f. Ball Size: 1<sup>st</sup>/2<sup>nd</sup> grade will be 27.5; both 3<sup>rd</sup>/4<sup>th</sup> grade boys & 5<sup>th</sup>/6<sup>th</sup> grade girls 28.5; 5<sup>th</sup>/6<sup>th</sup> boys 28.5.
- g. If a player fouls out and there are no substitute players available, that player may continue to play but subsequent fouls committed by that player will be treated as a 2-shot technical foul and possession of the ball at half court.

## **2. DEFENSE**

- a. 3<sup>rd</sup>/4<sup>th</sup> grade: Must play man-to-man defense the entire game (until the final four minutes) and can only double team inside the three-point arc. Teams can play any defense in the final four minutes of each game. However, no full-court pressing or half-court trapping if a team is up 15 or more points.

- b. 5<sup>th</sup>/6<sup>th</sup> grade: Must play man-to-man defense the entire first half and can play any defense in the second half. However, no pressing full-court or half-court trapping if a team is up 20 or more points.
- c. Five fouls per player. If a player has 3 fouls in the first half they are allowed to be taken out of the game, but must start the second half. If a player receives his fourth foul in the second half he can be taken out of the game. Once a player is taken out he must stay out until that 5 minute period is over. If a team is abusing the foul rule by having players get into four trouble on purpose the team will not be able to substitute the player.
- d. Defensive interference, for purposes of backcourt violations, occurs when the offensive team has control of the ball before the ball crosses the half line.
- e.. If defensive interference causes a subsequent violation or turnover, the ball will be given to the offensive team out of bounds and the violating team will receive a non-unsportsmanlike warning.
- f. Man-to-man defense is defined as a player guarding an opponent while attempting to stay between the opponent and the basket. Players can switch in man to man.
- g. Help-side defense is defined as a player remaining halfway between his opponent and the ball, but prepared to assist a teammate in defending the basket in the free-throw lane.
- i. Zone defense is defined as a player switching by default to guard a player that enters an area on the court. Switching on screens is permitted, subject to the double-teaming rules regulating outlined above.
- j. Double-teaming is defined as two players guarding the player with the ball.
- k. Each team will receive three warnings (cumulative) for zone, double-teaming and full-court violations. After the third warning, a technical foul (one shot, non-unsportsmanlike) will be assessed for each violation. Non-unsportsmanlike technical fouls do not count toward ejection from a game.

### **3. OFFENSE**

- a. Teams will be encouraged by the coordinator and all coaches to try and make their offense based on movement. We welcome coaches to attend varsity practices at any time. There will also be a clinic offered to showcase basketball plays, drills, and techniques that the high school staff wants developed.
- b. Play types/concepts should be designed to be fundamentally sound and inclusive of a team concept.

### **4. OVERTIME**

- a. During the regular season, if a game is tied at the end of regulation, overtime will be one minute period with the clock stopping at every dead ball. If the game is still tied at the end of overtime, the game will be decided in sudden death, with the first team to score a point(s) will be the winner. Sudden death will begin with a jump ball at center court. **THIS APPLIES ONLY DURING THE REGULAR SEASON, AND NOT DURING POSTSEASON PLAY OF ANY KIND.** No additional time outs will be given for sudden death, but a team can use a time out during sudden death if it has one left from the overtime period.
- b. During the post season overtime will be two minutes and followed by one minute overtimes until the game is decided.

## **5. CANCELATION**

a. Any cancelation of games will be done only by local coordinators in conjunction with the MCYB Board. If a coach is unable to field a team due to illness or other unforeseen circumstances, that coach is responsible for notifying the opposing team of the situation, as well as the local coordinator.

## **6. COURT RULES**

a. GOAL HEIGHT: 1<sup>st</sup>/2<sup>nd</sup> grade = 8-foot; 3<sup>rd</sup>/4<sup>th</sup> grade: 9-foot, 5<sup>th</sup>/6<sup>th</sup> grade = 10-foot

b. FREE THROW DISTANCE: 1<sup>st</sup>/2<sup>nd</sup> grade = 10 ft., 3<sup>rd</sup>/4<sup>th</sup> grade = 12 ft., 5<sup>th</sup>/6<sup>th</sup> grade = 15 ft.

c. A 5-second rule will be in effect for the free-throw lane.

d. No one is allowed on the floor except players, coaches and referees. Cheerleaders organized and approved by the MCYB Board will be allowed in designated areas, along with their sponsors. No unsponsored or unsupervised groups will be allowed on the floor at any time for safety reasons. Cheerleaders are prohibited from standing behind a basket and waving their arms to distract a shooter.

e. Teams must fill out their substitution chart prior to each game. This will allow them to list their substitutions. Players sitting on the bench will be rotated in every five minutes (except the last five minutes of each half— that is free sub time). When it appears to the official scorekeeper and/or designated official that a team is not complying with this rule, the official will require the team in violation to immediately comply. This may only be waived in case of sickness, injury, or for a reasonable disciplinary purpose. If a player is being disciplined for something that occurred prior to the game, the coach must notify the official scorekeeper prior to starting the game. Coaches in violation of this rule will be subject to removal by the MCYB Board.

## **7. ELIGIBILITY**

a. Players must pass 4/5 of their classes in order to be eligible. In the event that a player is ineligible, such player must sit out one week, at which time his/her grades will be reviewed. If progress is made, the student will be reinstated, but subject to further review.

b. Any child that is suspended from their school, or in alternative school, WILL NOT be allowed to play. This will remain in effect until such child has returned to school or is no longer in alternative school.

c. Players shall play in their respected grade provided they would be eligible to play as a senior in high school. In the event a player would not be eligible to play as a high school senior (that player turning 19 before August 1 of his/her senior year) he/she can play in the higher grade for which he/she would be eligible and would be eligible to participate in postseason play in that grade.

d. Age guidelines are set as follows: 3rd grade - Must not be age 10 before August 1, 2016. 4th grade - Must not be age 11 before August 1, 2016. 5th grade - Must not be age 12 before August 1, 2016.

e. The local league coordinator or his/her designated representative shall be in charge of play at each respective school. Though this is not a school-sponsored program, school facilities are being used and all mandates of local school officials must be obeyed. The local coordinator, in conjunction with the referee coordinator and/MCYB Executive or MCYB president, will resolve any disputes that may arise. The MCYB president shall resolve only those disputes which are submitted by the local coordinator. Any disputes should be handled in this manner, and anyone not wishing to abide by MCYB rules has the option of not participating in the program.

## **8. CONDUCT**

a. Abusive/inappropriate language or behavior from coaches, fans, and/or participants will not be allowed. The coordinator(s) and the MCYB Board reserve the right to ban violators from all MCYB activities.

b. Coaches shall not argue with referees about judgment calls. Coaches are expected to talk with only their players during live play. If there is a question about a rule, the coach should call a timeout and talk to the referee.

c. Only the head coach, one assistant coach, and a scorekeeper shall be allowed on the bench. The scorekeeper must remain seated. No more than one coach standing during the game.

d. Coaches are hereby discouraged from getting technical fouls based on unsportsmanlike conduct.

e. Referees are to utilize good judgment as fair as possible. However, if a coach or player receives a technical foul for unsportsmanlike conduct, he/she will be warned against continued unsportsmanlike behavior. If a second technical is assessed during that game, the coach or player will be ejected from the game and suspended from the following game. In the event the same player or coach is ejected a second time, this shall constitute grounds for dismissal from the MCYB for the remainder of the season. MCYB coordinators and the MCYB Board have the discretion to ban a person, whether a coach or otherwise, for violation of part A of this rule.

f. If a coach feels play is getting too rough, the coach should consult with the local coordinator in charge, who shall have the authority to talk to the referee about these concerns.

g. If a coach or player is ejected from a game, the referee shall make a report to the referee coordinator within 24 hours of the game. The coordinator shall have the right to reinstate the offending party if so requested and if, after review, such is warranted. A request for reinstatement must be made in writing within 24 hours of the game. No oral requests will be honored.

h. Any complaints about officiating shall be made in writing to the MCYB president, phone calls will not be allowed or answered. Complaints should first go through your local coordinator.

## **9. SCHEDULING**

a. Practices shall be scheduled through procedures outlined by the MCYB Board at the beginning of the season. Each local coordinator will open their respective gym according to the practice schedule. Any changes to a regularly scheduled practice should be communicated to the local coordinator.

b. No practices shall be held in violation of the Marshall County School Board policy regarding use of facilities, which requires that school facilities shall be closed on Sundays from 9 a.m. until 1 p.m. and Sundays and Wednesdays from 5:30 p.m. until 7:30 p.m., except for KHSAA events. All practices must be finished by 9:30 p.m.

## **10. TEAM SELECTION**

a. Teams shall be drafted in a “serpentine system.” Each coach will blind draw a number to determine draft order. Coaches of a team shall have their child automatically placed on their team. Brothers/sisters or players living in the same household will be allowed to request to be drafted to the same team. If this situation occurs, the coach drafting one of these players will automatically use their next draft selection to choose the other brother/sister/household member. By mutual consent of the coaches, players may request to be paired on the same team to facilitate rides to practice and or provide for assistant coaching. Consent must be unanimous. The draft is complete when all players in the pool have been chosen. This may result in some teams having one less player than the others.

b. The MCYB Board may opt to combine grades or move players up a grade due to low participation numbers so that a sufficient number of teams can be formed for MCYB play.

c. The MCYB Board may opt to add a player to a team’s roster after the draft and before practices begin to accommodate late entries. Under such circumstances players will be added to teams based on draft order or to replace a player that has dropped out. The board is under no obligation to add players if it suspects a team is trying to use this provision to gain an unfair advantage.

d. In the event draft irregularities are discovered, the MCYB Board may opt to redraft or reassign players to teams prior to practice beginning. No players will be reassigned teams after practice begins unless both coaches agree and the MCYB Board approves.

e. No new players will be accepted after January 5<sup>th</sup>, 2018.

f. Any team not chosen in accordance with these rules will not be allowed to participate in MCYB.