

JOE DUMARS' FIELDHOUSE

YOUTH BASKETBALL

LEAGUE RULES

In all cases during league play, the Fieldhouse League Rules override the High School Rules.

1. **PLAYER ELIGIBILITY:**

All players must have a player contract and waiver filled out before the registration dead line. All roster changes must be made before the start of the third game, no changes in rosters will be allowed after that point. To be eligible to participate in the 3rd/4th grade you must be in the 3rd or 4th grade and 10 years old or younger. If you are in the 5th/6th grade league you must be in 5th or 6th grade and 12 years old or younger. Likewise, to be eligible to participate in the 7th/8th grade league you must be in 7th or 8th grade and 14 years old or younger.

***No exceptions will be made to these rules without direct authorization of a Fieldhouse athletic director.

2. **GAME PROCEDURES:**

A. **Games will be four (4), eight (8) minute quarters for all 3rd/4th grade 5th/6th grade leagues and four (4) ten (10) minute quarters for all 7th/8th and J.V. and Varsity Leagues.**

B. There will be a (1) minute rest between 1st and 2nd quarters and 3rd and 4th quarters

C. There will be a three (3) minute half time.

D. Each team is allowed 2 full time outs per half (time-outs do not carry over from half to half.) Time-outs may be requested by players on the floor or by the Coach on the bench when the ball is dead or in control of their team.

E. A running clock will be used, and only stopped during time outs and the last minute of the 2nd quarter and the last two minutes of the 4th quarter, the clock will continue to run if a sixteen (16) or more point differential exists.

F. In the event a game ends in a tie at the end of regulation time, three (3) minute overtime, with a stopped clock last 1 minute of overtime will be played. One, twenty second time-out is allowed per team. (No carry-overs) If you are still tied at the end of the first overtime we will play a second overtime of 1 minute stopped clock, with 1 more twenty-second time-out. A third overtime will be sudden death free throws (the coach chooses his or her best five free throw shooters to shoot in any order he/she chooses- we will flip a coin - the winner of the coin toss will have the choice to either shoot first or second. If the first shooter makes his or her shot the opposing teams first shooter must make his/her shot to keep going- if they miss they lose. If the first shooter misses, the first shooter from the opposing team has a chance to win if they make the shot or if they miss play continues on to the second shooters.

3. **MINIMUM AND MAXIMUM PLAYING TIME:**

The coach of his or her team will determine playing time for each player. The Fieldhouse is not Responsible for allocating playing time for teams that have been brought in as a team.

4. **MINIMUM NUMBER OF PLAYERS:**

Four players must be present to start a game. Five (5) minutes after the official start time of the game will be allotted before a forfeit will be called.

5. **WARM UP TIME:**

If games are running behind schedule, oncoming teams warm up time may be waived or reduced at the discretion of the referee/scorekeeper.

6. **BENCH PERSONNEL:**

All teams must have a coach (An adult 18 & over) present on the bench for all games.

Only players on the roster and the assigned coaches will be allowed on the team's bench or surrounding area.

Only two coaches will be allowed on the team's bench – 1 head coach and 1 assistant coach.

Coaching box – the length of your bench, for player and official safety coaches are not allowed to go onto the playing floor at any time during the game.

Failure to comply will result in a technical foul being assessed, and the removal of guilty individual(s) to the spectator area.

7. **BENCH DECORUM:**

Players must remain seated on the bench at all times while the clock is running or is stopped except to rise in front of their seats to spontaneously react to an outstanding play by a member of their team or to acknowledge a replaced player(s). A technical foul will be assessed for infractions of this rule. Coaches will be allowed to stand during the game. Swearing, taunting, or any profanity will **NOT** be tolerated.

8. **PROTESTS:**

The Fieldhouse will not accept protests on league games unless an unregistered player has played in a game.

9. **UNIFORMS:**

All players on a team are to wear numbered shirts or jerseys. You can provide your own numbered shirts or jerseys. If you do not want to provide your own we have a reversible mesh jersey that can be purchased, and can be used in any league or upcoming season at the Fieldhouse. (Players will not be allowed to play unless they have a numbered shirt or jersey.)

10. **JEWELRY/HEAD BANDS:**

No rings, watches, bracelets, earrings of any kind starter or otherwise, chains, headbands wider than 2 inches, or necklaces are to be worn by players. It is the responsibility of each coach to make sure his/her players are adhering to this rule. Technical fouls will be assessed on each count of infringement when discovered by the referee, and the article must then be removed.

11. **SUBSTITUTIONS:**

All leagues will use regular High school Rules for substitutions. Note that all players must report to the Official Scorekeeper before entering the game.

12. **THREE SECOND VIOLATION:**

The three-second violation does apply in all Leagues.

13. **JUMP BALLS:**

The game will begin with a jump ball at center court. If a held ball occurs the alternating possession rule will be followed.

14. **FREE THROWS -**

The Boy's & Girl's 3rd and 4th, 5th and 6th and 7th and 8th grade leagues will shoot from the regulation free throw line. All free throws must be shot in accordance with regulation basketball rules. New rule where the ball must hit the rim before you can move into lane will be enforced. You cannot go in on the release of the ball.

15. **PRESS RULE -**

A. In all 5th/6th and 7th/8th grade leagues, no pressing is allowed during the first half, but is allowed in the 2nd half, no pressing is allowed by a team who is ahead by sixteen or more points. In all J.V. or Varsity Leagues pressing is allowed the entire game.

B. In the 3rd/4th grade league pressing is only allowed in the last 2 minutes of the 4th quarter, no pressing is allowed by a team who is ahead by 10 or more points.

16. **DEFENSE:**

A. Teams may use either Man to Man or Zone Defense.

17. **WARM-UP AND PRACTICES:**

Basketballs for warm-up are available for checkout at the front desk with a Drivers License. You may bring your own basketballs for warm-up.

18. **Game Ball:**

Game ball will be provided for all league games. Boys in 3rd and 4th grade and 5th and 6th grade will use a 28.5 size ball, boys in 7th grade and up will use a regulation size ball. All girls' leagues will all use 28.5 size balls.

19. **Officials Interpretations**

Officials will have final judgment on all calls. Any concerns our questions can be taken up with the league director.