Willard Parks Recreational

Basketball League

**Willard Parks and Recreation will be using a combination of NFHS, USAB, and previous rule regarding rules and violations.**

**This is a recreational league. Officials are instructed to make decisions regarding violations on a per play basis, in order to promote personal growth and development. Many violations that will not be called on less talented or developed players will be called on more talented or more developed players. Calls for all players will become stricter during the course of the season.**

**Please remember that these games are being played for the benefit of the children playing.**

***Thank you for being respectful and positive***

**GENERAL RULES**

# VOLUNTEER COACHES

 All coaches are required to pass background check.

* If a coach is not present at game time, please have a parent or adult with your team coach.
* Coaches are responsible for their team, players, themselves, and their fans behavior.
* Profanity or un-sportsmanlike behavior will NOT be tolerated.
	+ If any problems occur during or after the game where a coach feels necessary to speak with the sports coordinator, they would need to schedule a meeting for the following business day (Monday’s usually).

# PRACTICES & GAMES

* Each team will be scheduled one (1) practice time each week before the season starts. You will keep that time until games begin.
* It will be the team’s responsibility to contact the office to notify Parks staff of changes in scheduled practices.
* Practice times will last approximately one hour.
* Gyms will be shared if space is not available.
* If team coach is willing to make arrangements for practice to be at a location outside of the Parks locations, that is the team’s decision.
	+ Sports Coordinator will need to know before this is finalized and will need verification from the facility.
* Each team will play a 7-game season.
* Rules to games vary by grade. Each rule explained under Rules by Grade.
* NO full court pressure.
* Before a game can start there needs to be at least 4 players ready to play. Teams can borrow other team players till they have the correct number of players. If teams can’t find a way to have 4 players of the right age it will end in a forfeit.
* Every game will start with a jump ball.

# WEATHER CANCELLATION

* The SPORTS COORDINATOR office will contact the coach if games are cancelled.
* Coaches are responsible to inform parents when games are cancelled.
* Cancellations will be posted on Facebook. https://www.facebook.com/WillardParksAndRec?ref=hl
* Make-ups will be scheduled by the Sports Coordinator on the website.

# SCOREKEEPING

* The scorekeeper will be responsible for keeping score for each game.
* Scoring will be kept on paper and the scoreboard for all points scored, however, after a team has scored more than 20 points on their opponent, the scoreboard will not be used until the difference is less than 20 points.
	+ The scorekeeper must make the score adjustments if the point difference is less than 20 points.
* The Sports Coordinator will be responsible to make sure the score is accurate in cooperation with the scorekeeper.
* The scorekeeper and official are responsible for the time clock management.

**REFEREES**

* Referees oversee all on court rulings.
* No protests will be allowed.
* All referee decisions are final.
* Do not approach referees before or after games with complaints. Complaints must be discussed with supervisor on duty. Supervisor has the right to schedule a later meeting if de-escalation is needed.

**SUPENSION OF PLAYERS/COACHES**

* SPORTS COORDINATOR reserves the right to suspend players/coaches/parent due to misconduct, damage to property or any reason deemed detrimental to the basketball program.

# RULE CHANGES

* The Sports Coordinator reserves the right to change a rule during the season if deemed necessary for the safety and wellbeing of the participants or for league improvement reasons.
* If at any time a rule is changed during the season, the coach/team will receive notice of the rule change.
* We will try to keep this practice to minimum and will communicate with coaches prior.

**RULES BY GRADE**

**Pre-K-K** (Ages 4 to 6)

* **Ball Size:** 27.5
* **Goal Height:** 8’
* **Game Time:**
	+ Four 8-minute periods
	+ Time between periods will be 1 minute
	+ Time outs: 2 allowed in the first 16 minutes (2 period of the game) and 1 in the last 16 minutes (last 2 period of the game). NO transferring time out. Time out will be 60 seconds
* **Free Throw:**
	+ All free-throw line will be marked with different color tape on the gym floor
		- PreK – K division may shoot from 8 ft line.
* **Violations**
	+ More attention directed toward hands off defense, including reaching around the body for the ball
	+ More attention toward travel violations. 2-4 steps permissible, several step running will be called as a violation
	+ Boundaries and backcourt violations will have additional focus
	+ Hands off defense, controlled reaching in an attempt to grab the ball will be allowed, provided contact is minimal
	+ Slapping at the ball and making contact with hand or arm will be called.
	+ Try to avoid body contact: push, block, etc.
	+ Travelling and double dribbling will receive extra attention
	+ Out of bonds will be called when the ball is clear outside line of play
* **Fouls and Technical**
	+ **Decisions of the referees are final**! There are NO discussions or arguments about rules, interpretations or judgment calls.
	+ The following is a list of SPECIAL FOULS:
		- **Foul language technical-** Cursing will not be tolerated. The foul counts as a personal foul and team foul. If the player or coach continues, they shall be ejected from the game.
		- **Bench technical-** Foul shall be called to the player and team.
		- **Technical-** Charged to the player and team.
		- **Un-sportsmanlike technical-** Charged to the player and team.
	+ The Sports Coordinator and/or official out of their judgment rule the foul to be flagrant and the individual can be ejected from the game.
	+ ALL TECHNICALS ARE AUTOMATIC TWO SHOT FOULS.
	+ If a player, coach or spectator is ejected from a game and does not have a ride until the game ends, the individual must go into the hallway.

**1st-2nd Grade** (Ages 6 to 8)

* **Ball Size:** 27.5
* **Goal Height:** 8’
* **Game Time:**
	+ Four 8-minute periods
	+ Time between periods will be 1 minute
	+ Time outs: 2 allowed in the first 16 minutes (2 period of the game) and 1 in the last 16 minutes (last 2 period of the game). NO transferring time out. Time out will be 60 seconds
* **Free Throw:**
	+ All free-throw line will be marked with different color tape on the gym floor
		- 1st – 2nd grade division will shoot from 8ft line.
* **Violations**
	+ More attention directed toward hands off defense, including reaching around the body for the ball
	+ More attention toward travel violations. 2-4 steps permissible, several steps running will be called as a violation
	+ Boundaries and backcourt violations will be called
	+ Hands off defense, controlled reaching in an attempt to grab the ball will be allowed, provided contact is minimal
	+ Slapping at the ball and making contact with hand or arm will be called more tightly
	+ Try to avoid body contact: push, block, etc.
	+ Travelling and double dribbling will receive extra attention
	+ Out of bonds will be called when the ball is clear outside line of play
* **Fouls and Technical**
	+ **Decisions of the referees are final**! There are NO discussions or arguments about rules, interpretations or judgment calls.
	+ The following is a list of SPECIAL FOULS:
		- **Foul language technical-** Cursing will not be tolerated. The foul counts as a personal foul and team foul. If the player or coach continues, they shall be ejected from the game.
		- **Bench technical-** Foul shall be called to the player and team.
		- **Technical-** Charged to the player and team.
		- **Un-sportsmanlike technical-** Charged to the player and team.
	+ The Sports Coordinator and/or official out of their judgment rule the foul to be flagrant and the individual can be ejected from the game.
	+ ALL TECHNICALS ARE AUTOMATIC TWO SHOT FOULS.
	+ If a player, coach or spectator is ejected from a game and does not have a ride until the game ends, the individual must go into the hallway.

**3rd-4th Grade** (Ages 8 to 10)

* **Ball Size:** 28.5
* **Goal Height:** 9’
* **Game Time:**
	+ Two 14-minute periods
	+ Time between periods will be 5 minutes.
	+ Time outs: 2 allowed in the first 15 minutes (1st period of the game) and 1 in the last 16 minutes (2nd period of the game). NO transferring time out. Time out will be 60 seconds.
* **Free Throw**
	+ All free-throw line will be marked with different color tape on the gym floor
		- 3rd – 6th grade divisions will shoot from 15ft line.
* **Violations**
	+ Hands off defense, reaching or slapping at ball with contact will result in a foul
	+ Double dribble and travel will be called more tightly- (shuffling or dragging pivot on per case basis, walking with ball will result in violation)
	+ More attention to body contact fouls: blocking, pushing, hand check, illegal picks and screens
	+ Backcourt violations will be called
	+ Sportsmanship will receive additional attention, and referees will communicate with players regarding this
	+ Out of bonds will be called when the ball is clear outside line of play
* **Fouls and Technical**
	+ **Decisions of the referees are final**! There are NO discussions or arguments about rules, interpretations or judgment calls.
	+ The following is a list of SPECIAL FOULS:
		- **Foul language technical-** Cursing will not be tolerated. The foul counts as a personal foul and team foul. If the player or coach continues, they shall be ejected from the game.
		- **Bench technical-** Foul shall be called to the player and team.
		- **Technical-** Charged to the player and team.
		- **Un-sportsmanlike technical-** Charged to the player and team.
	+ The Sports Coordinator and/or official out of their judgment rule the foul to be flagrant and the individual can be ejected from the game.
	+ ALL TECHNICALS ARE AUTOMATIC TWO SHOT FOULS.
	+ If a player, coach or spectator is ejected from a game and does not have a ride until the game ends, the individual must go into the hallway

**5th-6th Grade** (Ages 10 to 13)

* **Ball Size:** 28.5
* **Goal Height:** 10’
* **Game Time:**
	+ Two 16-minute periods
	+ Time between periods will be 5 minutes.
	+ Time outs: 2 allowed in the first 16 minutes (1st period of the game) and 1 in the last 16 minutes (2nd period of the game). NO transferring time out. Time out will be 60 seconds.
* **Free Throw**
	+ All free-throw line will be marked with different color tape on the gym floor
		- 3rd – 6th grade divisions will shoot from 15ft line.
* **Violations**
	+ Hands off defense: riding or pushing will result in blocking foul
	+ No moving picks and screens (no “posting up” or “boxing out” at top of key to gain advantage)
	+ Travelling and double dribble violations will be called very tightly.
	+ Shooting fouls will draw additional attention; more free throws will be awarded.
	+ Clock will stop for 5 seconds to line up, then will run during the attempt
	+ Sportsmanship will receive additional attention, and referees will communicate with players regarding this
	+ Out of bonds will be called when the ball is clear outside line of play
* **Fouls and Technicals**
	+ **Decisions of the referees are final**! There are NO discussions or arguments about rules, interpretations or judgment calls.
	+ The following is a list of SPECIAL FOULS:
		- **Foul language technical-** Cursing will not be tolerated. The foul counts as a personal foul and team foul. If the player or coach continues, they shall be ejected from the game.
		- **Bench technical-** Foul shall be called to the player and team.
		- **Technical-** Charged to the player and team.
		- **Un-sportsmanlike technical-** Charged to the player and team.
	+ The Sports Coordinator and/or official out of their judgment rule the foul to be flagrant and the individual can be ejected from the game.
	+ ALL TECHNICALS ARE AUTOMATIC TWO SHOT FOULS.
	+ If a player, coach or spectator is ejected from a game and does not have a ride until the game ends, the individual must go into the hallway.