

SCOTT BROWN YOUTH BASKETBALL LEAGUE

***General Rules**

***Updated Feb 6, 2012**

1. The National Federation of High School Basketball Rules govern league play, along with the following additions:
2. Area towns within the Scott Brown League are not responsible for valuables, personal effects, or injuries to participants.
3. Players will wear their given team jersey or t-shirt, during all league games. There is no stipulation between home and away jerseys.
4. **DEFAULTED GAMES**
 - A. Games are defaulted ten (10) minutes after the scheduled starting time provided one team is on the court, ready to play.
 - B. If both teams fail to report by the scheduled starting time, the league supervisor is empowered to adjust the playing time of the game in order for the game to be completed within the scheduled playing season.
5. A starting line up should be presented to the scorekeeper at least five (5) minutes before game time.
6. The Scott Brown League is a recreational league for the fun and enjoyment of those children participating.
7. **BASKETBALL GOAL HEIGHTS**
 - A. 3rd/4th Grade Boys & Girls 10 ft. basketball goal height
 - B. 5th/6th Grade Boys & Girls 10 ft. basketball goal height
8. **BASKETBALL MODIFICATION**
 - A. 3rd/4th Grade Girls Women's Basketball (28.5)
 - B. 3rd/4th Grade Boys Women's Basketball (28.5)
 - C. 5th/6th Grade Girls Women's Basketball (28.5)
 - D. 5th/6th Grade Boys Women's Basketball (28.5)

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9. FREE THROW LINE MODIFICATIONS

- A. The player may shoot from the adjusted length, or shoot from the normal distance.
- B. Once a player decides to shoot from the normal distance during the free throw attempt he/she may not change their mind.
- C. 3rd/4th Grade Boys & Girls *Modifications Listed Below
 - 1. 3rd and 4th Grade Boys and Girls shoot free throws from the second lane marker in front of the free throw line.
 - 2. Players must shoot the ball from behind the free throw line. Players are allowed to land past the free throw line after shooting the ball, without penalty.
- D. 5th/6th Grade Boys & Girls *No Modifications

10. DEFENSIVE PLAY "PRESSURE DEFENSE"

- A. 3rd/4th Grade Boys & Girls
 - 1. When the basketball is rebounded from a missed shot or free throw all defensive players must immediately run back past the 3-point line. If a defensive player touches the ball or disrupts the offensive player with the ball in back court, play will be stopped and the offensive team will get the ball at half-court.
 - 2. In the 1st, 2nd, and 3rd quarters the defensive team must stay inside the 3-point arc, until the offensive team breaks the line with the ball, one time.
Example: The offensive team brings the ball down court, and passes the ball around outside the 3-point arc, the defensive team can not cross the line to intercept or steal the ball, until the ball goes inside the 3-point line.
 - 3. Once the ball goes inside the 3-point line, the defensive team can cross the 3-point line to get a rebound, loose ball, or play defense if the offensive team gets the rebound.
 - 4. During the 4th quarter and overtime period(s), the defensive team can play defense as soon as the offensive team brings the ball past half-court.
- B. 5th/6th Grade Boys & Girls
 - 1. When the basketball is rebounded from a missed shot or free throw, the defensive players MAY pressure the ball all the way down the basketball court, and teams MAY set up a full court press on any out-of-bounds play, until the pressing/defensive basketball team is ahead by ten (10) or more points.
 - 2. At this point, the team MAY NOT pressure the ball after a missed shot or free throw, and MAY NOT set up any type of full court press defense on any out-of-bounds play in the back court. The team in-bounding the ball may throw it in and bring the ball across the center court line, prior to the ten (10) second count, before the defensive team can pressure the ball.

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11. TEAM ROSTERS

- A. League players are listed on one league team roster ONLY
- B. Each league town representative provides a copy of their league team's rosters to the League President prior to the first league game.

12. MINIMUM PLAYING TIME

- A. Each player, unless they are disqualified, or injured, plays at least sixteen (16) minutes or two (2) quarters of each game, unless there are more than 8 players on their team. If there are more than 8 players, coaches are asked to have a player rotation for substitutions.
- B. Coaches may substitute freely during the game, but make sure playing time is distributed properly.
- C. All players must rest; no player plays the entire game.
- D. If coaches are found to be in violation of this rule, games which they did not follow the rule will be forfeited.
- E. Players must play in half the scheduled league games in order to be eligible for their end of season tournament.

13. SCOREBOOKS

- A. Each league team should keep a score book during each league game.
- B. The host site's score book is the "official" book for each league game.

14. PLAYING UP OR ON MULTIPLE LEAGUE TEAMS

- A. A player of a younger grade division team MAY NOT play on any other league team if five (5) players are present for that league team.
- B. If a player of a younger grade division team has to be used as the fifth (5th) player on an older grade division team, this player may be used in this manner only twice, per player, during league or tournament play. If an additional player(s) from the older grade division team arrives for the game, the player from the younger grade division team will not be allowed to play in the game.

15. LENGTH OF THE GAME

- A. League games are four (4) quarters, consisting of eight (8) minutes, each.
- B. The clock runs continuously throughout the game EXCEPT for (1) When there is a Free Throw Attempt and (2) During the last ONE-MINUTE of the game, when the referee whistles the ball out of bounds, when a whistled violation is made, when a whistled foul is made, on a free throw attempt, a legal team substitution, when there is a time-out granted by the official, or on a player injury

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16. MERCY RULE

- A. If a team is leading by 20 or more points in the fourth quarter, the clock will stop only for time-outs or injuries.

17. OVERTIME RULES – REGULAR SEASON

- A. If a game, at the end of regulation play, is tied there will be one (1) extra period of two (2) minutes in length.
- B. The Game Clock operation will follow the normal end of game operation – Rule 15.B
- C. If the regular season game is tied after the extra period, the game is declared a tie.
- D. Each team receives one additional time-out for the overtime period.
- E. Possession is determined by a jump ball at center court.

18. TIMEOUTS

- A. Each team has five (5) time-outs for their regulation game.
- B. Time-outs may be used at any time during the game, and unused regulation time-outs will carry over to the overtime period.
- C. A time-out shall not exceed 60 seconds.

19. THREE-SECOND LANE VIOLATION

- A. This rule is in affect to keep players from staying exclusively in the lane during an offensive possession.
- B. In the 3rd/4th grade divisions this rule will be loosely enforced, and official's need to talk to the offending player's coach before enforcing this rule.
- C. In the 5th/6th grade divisions this rule will be enforced by the book, and called at the official's discretion.

20. TEN SECOND/HALF COURT LINE

- A. All grade divisions will abide by this rule.

21. THREE (3) POINT SHOT

- A. The Three-Point-Shot is allowed in ALL grade divisions.

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22. START OF EACH GAME/QUARTER

- A. Each game begins with a jump ball.
- B. In all other jump ball situations, excluding the overtime period, the teams use alternate possession of the basketball, this includes the start of each quarter.

23. TEAM FOULS

- A. All non-shooting fouls, through the first six fouls, are put in play at the nearest out-of-bounds spot closest to where the foul occurred.
- B. On the 7th team foul, teams are in the one-and-one, on all non-shooting fouls.
- C. On the 10th team foul, teams are in the double bonus, meaning players will shot two free throws on all non-shooting fouls.

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24. END OF THE SEASON TOURNAMENT

- A. Each grade division has their own End of the Season Tournament.
- B. Each tournament seed, in each individual tournament, is determined by standings kept by the League President during the regular season.
- C. A tie game during the regular season is tallied as a tie game in the standings.
- D. In case of a tie of team records in the standings, at the conclusion of the regular season, the following tie-breakers apply.
 - 1. Head to Head competition
 - 2. Total points allowed in all games played
 - 3. Total points scored in all games played
 - 4. Flip of the coin
- E. End of the Season Tournament Winners and Tournament Runner's-Up receive medals.
- F. End of the Season Tournament Game Schedules (days and times) are included in the regular season game schedules
- G. Blank tournament brackets will be made available to coaches prior to the End of the Season Tournament dates.
- H. Players must play in half of their scheduled league games in order to be eligible for their end of season tournament. -- Rule 12.E
- I. Overtime Rules – Tournament Game
 - 1. If a game is tied after the two-minute overtime period, an additional two-minute overtime period is played. This continues until there is a winner at the conclusion of the overtime period.
 - 2. The Game Clock operation will follow the normal end of game operation – Rule 15.8
 - 3. Teams receive one additional time out at the beginning of each over time period.
 - 4. Each over time period begins with a jump ball at center court.
 - 5. The 3rd/4th grade, 4th quarter pressure defense rule, applies in the overtime period(s).

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"Coaching Conduct Policy"

- 1. Each team's coach needs to conduct himself/herself in a calm and rational manner at all times.**
 - A. If a coach receives one (1) technical foul during the year, he/she will be ejected from that game, basketball area, and building.**
 - B. If a coach receives two (2) technical fouls during the year he/she will be ejected from those games, and suspended automatically for four (4) games. If the second technical foul comes at the end of the season, the suspension will carry over to any additional sport the coach coaches.**
 - C. If the coach receives three (3) technical fouls during the season, he/she will be ejected from those games, and will be banished from coaching any youth basketball team in the Scott Brown Basketball League for a period of one season.**
- 2. Please remember these games are for the children, and the Scott Brown Basketball League will not tolerate badgering of officials, foul language of any type, or poor conduct.**
- 3. Poor officiating does not give the coach the right to act out of line in any way. The coach's position is to teach, instruct, and lead his team by example, not to rant and rave at officials.**
- 4. If there is a problem with an official, please bring it up with the OCPR Recreation Director after the game and the problem will be handled properly.**