

MRYBC
LEXINGTON, RICHMOND, & ODESSA BASKETBALL LEAGUE
4TH & 5TH GRADE RULES



I. PURPOSE

This program is instituted for the development of all youth participating and not specifically for any individual or team. The principle reason for this program is to teach the fundamental skills of basketball as well as working toward the following goals:

- Learning teamwork
- Participating equally
- Building self-esteem
- Teaching social and physical skills
- Building relationships among peers and parents
- Teaching decision making, responsibility, leadership and respect for authority
- Creating a fun experience for youth and adults

II. COACH AND TEAM SELECTION PROCESS

A. Coaches Clinics: Coaches will be selected from responsible volunteers by the Local Representative (LR). The coaches selected are required to attend a coaches clinic that will include at least the following items.

1. All coaches will be presented with the following items and instructed in their use:
 - a. One (1) copy of the 4th & 5th Grade Basketball Rules (this booklet).
 - b. One (1) copy of the Coaches Code of Ethics, to be signed and returned.

B. Player Clinic: Each LR will conduct a player's clinic consisting of one (1) or two (2) sessions prior to and in preparation for the player draft. During these sessions the players will be instructed in basic basketball fundamentals.

B. Player Draft: After the completion of the local player clinics, a two phase player draft will be held for each local division that has more than eleven (11) players signed up to participate. The purpose of the draft is to divide players into teams. The LR will act as the Draft Coordinator (DC). The DC will conduct the draft by the following procedures and rules. All decisions made in accordance with the draft rules by the DC are considered final.

The DC will first determine the draft order, per rule II-C-2, and then open the protected phase of the draft. During the protected phase the DC will call for all head coaches' claims under rule II-C-3. Only after the DC has ruled on all such claims will the regular phase of the draft be opened.

Rules for the draft will include at least the following criteria. Additional local rules may be added, but may not replace or modify those listed below. The DC must fully explain any such local additions to all the coaches prior to the start of the protected phase of the draft. The head coach will turn in freeze sheets (if applicable) to the DC before the draft begins. All coaches will be given a list prior to the draft of ALL the frozen players.

1. All head coaches must be notified of the time and location of the draft. The head coach or a responsible representative appointed by the coach must be present before the draft begins. A coach may participate by telephone if the DC and the coach both agree.
2. The draft order will be determined in a random manner such as drawing numbers from a hat or cards from a deck. The order is then reversed after each complete regular phase round. For example, the selection order for the first 4 regular phase rounds of a 3 team draft would be as follows: Round 1: 1-2-3 Round 2: 3-2-1 Round 3: 1-2-3 Round 4: 3-2-1

3. During the frozen phase of the draft the DC will announce all the frozen players.
4. Once the frozen phase is complete, the regular phase will begin, with an Open Draft format. All of the remaining players will be selected in the previously determined draft order, with coaches selecting players from either grade. It is to be understood that drafting one sibling automatically includes the other sibling(s). The additional siblings each represent one (1) draft choice. For example, if one sibling were drafted in the 2nd round, a second sibling would also be on the same team and would constitute the team's next selection.
5. Teams may be compromised of from 6 to 11 players, but ideally should consist of from 7 to 10 players. The LR may make exceptions for highly unusual circumstances.
 - a. Definitions:
 - 1) Short Team A team containing only 6 players
 - 2) Long Team A team containing 11 players
 - 3) Regular Team A team containing 7 to 10 players
 - b. Allowable team make-up for number of players signed up in division
 - 1) 1-5 Players Not enough players for a team
 - 2) 6 Players 1 short team
 - 3) 7-10 Players 1 regular team
 - 4) 11 Players 1 long team
 - 5) 12 Players 2 short teams
 - 6) 13 Players 1 short team and 1 regular team
 - 7) 14-20 Players 2 regular teams
 - 8) 21-30 Players 3 regular teams
 - 9) 31-40 Players 4 regular teams
 - 10) 41-50 Players 5 regular teams
6. Players signing up after the draft must be assigned by the LR to teams as follows:
 - a. If only 1 player is to be added, do so in the following order:
 - 1) The team on which a sibling is playing (draft choice is used).
 - 2) The team that had a player quit. If more than one team has had a player quit, the player goes to the team in that group that would have drafted next on draft day.
 - 3) The team that would have drafted next on draft day.
 - b. If more than one player is to be assigned to a team, they are to be assigned in the following order:
 - 1) The team on which a sibling is playing (draft choice used).
 - 2) Drafted, in draft day order, by coaches that have had players quit.
 - 3) Teams draft in draft day order beginning with the team which would have had the next selection on draft day.

III. GAME RULES: MSHSAA rules will be used with a few variations to meet the needs of this program.

A. Uniforms

1. Team Shirts: Each player is provided a team shirt. This shirt must be worn for all games as issued (names or logos may not be added). A legal basketball number will be on the front and back of the team shirt. Once distributed by the coaches, the team shirts become the property and responsibility of the players. No other uniform shirts are permitted.
2. Shoes: Only clean regulation gym or tennis shoes will be allowed for games and practices. These shoes should be hand carried (not worn) to the gym to avoid damage to the gym floor due to dirt, mud or rocks. The coach is responsible for checking each player's shoes before entering the gym prior to every practice and game. The referee will check each player's shoes

during warm-ups before the start of the game. Players who are not in compliance by the start of the could be disqualified.

B. Basketballs

1. Only basketballs provided by the local league are permitted in the gym during games.
2. The regulation basketball for the division practices and games is the 28.5” (women’s) ball.
3. The local league will provide the game ball and warm-up balls for competing teams. Visiting teams should not bring basketballs with them to the gym.

C. Minimum Participants: Teams must have at least five (5) players and one (1) coach to start a game.

D. Team Responsibilities: The team consists of players, coaches and parents. All must be involved and display good sportsmanship and teamwork. The team must also give special attention to school gym rules. Harassment of officials and competitors will not be tolerated. Teams in violation, according to the referee’s discretion, will be penalized after one (1) warning by:

1. First Offense After Warning: A technical foul
2. Second Offense: Technical foul and removal of the player coach or fan from the facility.
3. Third Offense: Forfeiture of the game.

E. Timekeeping and scorekeeping: The LR will secure one (1) timekeeper for each game. Each competing coach will provide a scorekeeper for each game. Only responsible individuals will fill these positions. The scorekeepers will keep the scoresheet/player participation form for the team to which they are assigned. Participation times are to be rounded to the nearest 30 seconds. The scorekeeper shall total all playing times and then give their scoresheet/player participation form to the LR or timekeeper after each game. The LR will keep the forms on file until the completion of the following year’s player draft.

Mercy Rules: The clock will run continually in the fourth quarter, stopping only for time-outs and/or injuries, if there is a 30 point spread. If the spread goes below 30, regular time will be kept. If there is a 40 or more point spread, the score will come off the board and be kept at the table – score sheets only.

F. Line-Ups:

1. Line-ups are provided on the scoresheet/player participation form. Only players listed on the official scoresheet/player participation form are eligible to participate. Exceptions can be made only if the LR knows an error has occurred in the printing or changes/additions need to be made. All changes and additions should be noted on the form and the LR should see that the computer data is updated before the next games.
2. Each coach must designate the starters on the scoresheet/player participation form at least 5 minutes prior to the start of the game.
3. Each player must check in with his/her scorer prior to entering the game. The player must wait at the scorer’s table until signaled into the game by the referee during a dead ball situation. Violation is a technical foul.

G. Time Regulations

1. Warm-Up: At least a five (5) minute warm-up period prior to the start of the game will be provided subject to the discretion of the LR due to time constraints.
2. Game: The game consists of four (4) quarters, each ten (10) minutes in length. The clock will stop for all shooting fouls. The clock will stop for all other dead ball situations only when one (1) or less minute are left on the clock at the end of second and fourth quarters.
3. Quarter Break: There will be a two (2) minute break after the first and third quarter.
4. Halftime Break: There will be a five (5) minute break after the second quarter.
5. First Overtime: In case of a tied score at the end of the game, a three (3) minute overtime period will be played. The overtime period will be started with a jump ball. The clock will

stop for all other dead ball situations only when one (1) or less minute are left on the clock at the end of the overtime period.

6. Second Overtime: If the score is tied at the end of the first overtime period, a second three (3) minute overtime will be played beginning with a jump ball. The clock will stop for all other dead ball situations only when one (1) or less minute are left on the clock at the end of the overtime period. In the second overtime period, the first team to score is declared the winner.
7. Third Overtime: If the score is tied at the end of the second overtime period, a third three (3) minute overtime will be played beginning with a jump ball. The clock will stop for all other dead ball situations only when one (1) or less minute are left on the clock at the end of the overtime period. In the third overtime period, the first team to score is declared the winner. (If a winner is not declared repeat the process for the 2nd & 3rd overtimes until a winner is declared).

H. Time Outs

1. Teams are allowed three (3) full and two (2) thirty second time outs per game.
2. Full time outs are one minute in length. The horn will sound after 45 seconds and again at one minute, at which time players should return to the court and resume play.
3. For thirty second time outs, the horn will sound after 20 seconds and again at 30 seconds, at which time players should return to the court and resume play.
4. One additional full time out per team, per overtime, added to remaining team totals.

I. Free Throws

1. The free throw line will be set at 13 feet.
2. NO PLAYERS ALLOWED IN THE LOW BLOCK POSITIONS!

J. Three point arc

1. Three point baskets will be awarded to players making a basket beyond the three-point arc.

K. Bench Decorum/Coaches' Rule

1. Proper use of the 14' coaching box will be strictly enforced as follows; Head Coaches may stand to give instructions to players, spontaneously react to an outstanding play, to make substitutions, for injuries and time-outs provided they remain within the coaching box. They are not allowed to stand while questioning/arguing an officials' call. Assistant Coaches are not allowed to stand for any reason other than; time-outs, injuries, spontaneously reacting to an outstanding play. If the Head Coach wishes to properly confer with an official, they may request a time out. Coaches in violation of this Bench Decorum rule will be subject to a Direct Technical foul.
2. The first technical foul charged directly or indirectly to the head coach results in loss of coaching-box privileges and the head coach must remain seated for the remainder of the game, during live ball situations.
3. A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification and ejection*. Ejected adult bench personnel shall leave the vicinity (out of sight and sound) of the playing area immediately and are prohibited from any further contact (direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection may result in the game being forfeited.

L. Technical Fouls; Player, Coach, or Fan Disqualification

1. Any intentional act by a player that, in the judgment of the official, is intended to injure or bring bodily harm to another player will result in immediate ejection from the game. Example: a player is shooting a lay-up and the defensive player intentionally shoves the shooter or undercuts their legs.
2. If a coach steps onto the playing area (over the out of bounds line) or out of the coaches box to argue or question an official's call, it will result in a Technical Foul. A coach, player or spectator may not argue a judgment call by an official. A coach may question rules and

violations, but a player may not. REMINDER-Coaches are to coach and players are to play, not officiate.

- 3.* Any Coach, Player and/or Spectator(s) ejected from an MRYBC game and/or facility due to the display of generally bad sportsmanship, and/or offensive language of any type will not be allowed to return to any MRYBC facilities the following Saturday. The above mentioned ejection/suspension may or may not be preceded by (1) verbal warning to be left at the discretion of the LR/Gymnasium Supervisor present at the time of the incident. Any Coach, Player and/or Spectator(s) ejected twice during the same season for any reason and/or ejected for a single act of violence of any type, will be banned from attending any MRYBC youth league basketball facilities/functions for the remainder of the regular season as well as any subsequent post-season tournament play.

M. Defense

1. Man to man and/or zone defenses are allowed.
2. After a made basket, a defensively controlled rebound or a turnover occurs, the team transitioning from offense to **defense must assemble as rapidly as possible in the frontcourt if the opposing team displays control of the ball and does not start a fast break**
3. If a team chooses to fast break and **does not wait for the defense to retreat, the defense is permitted to pressure the ball handler in the back-court.**
4. Defensive pressure can start at halfcourt; however, double-teams are only allowed within the three-point arc. (See next for exception)
5. *Full-court pressure is allowed the last 5 minutes of the second and fourth quarter. A team can not press when it has a ten (10) point lead.*
6. Violations of rules III-M-4 and 5 will result in an illegal defense violation. Illegal defenses will be penalized in the following manner:
 - a. First Violation: A warning
 - b. Additional Violations: The offensive team will get two free throws and the ball out of bounds at half-court

N. Player Participation

1. Player Participation Rule (PPR): The purpose is to provide each player equal opportunity for growth and development according to the league philosophy. The PPR applies in all games unless the player is disqualified from the game, is injured, is sick or personally requests to come out of the game. A player in foul trouble is not an exception. When any of these exceptions occur, they must be listed on the scoresheet/player participation form for that game.
2. Minimum Total Playing Times: If there are six (6) players participating in a game, then each player must play at least sixteen (16) minutes. For each additional player a team has participating in the game, the time is reduced by one (1) minute. Depending on the number of players available for that game, total playing minutes required are listed below each players name on the score sheet.
3. **IF MINIMUM PLAYING TIME REQUIREMENTS ARE NOT MET THE TEAM WILL BE ASSESSED A FORFEIT FOR THAT GAME!**
4. Continuous Time: Five (5) minutes of each player's minimum total playing time must be uninterrupted. This time may be all in the same quarter or spread between any two (2) consecutive quarters.
5. Late Arriving Players: Players arriving late enough to miss the first quarter are only required to meet the continuous time requirement or play the time remaining in the game, whichever is less.
6. Short Teams: A team with five (5) players at the start of a game may borrow one (1) player from another team from the same town in the same division. A team with four (4) players may borrow two (2) players from another team from the same town in the same division or lower.

Added players must be a different player each week. The LR or other league official must approve the added player upon availability. A borrowed player will be removed from the team if a roster player arrives late. Borrowed players will not be allowed to play more than the minimum time requirements listed on the score sheet. Continuous minutes for borrowed players will not apply. The intent is to give playing time preference to team roster players first, with borrowed players acting as subs for those team players – not as the new star of the team. Borrowed players must be on the scoresheet prior to the game beginning. No borrowed players will be allowed to play after the game begins.

7. Disciplinary Action by Coach: Coaches may use playing time for disciplinary purposes but they must abide by the following rules when doing so.
 - a. Notification of Player and Parents: The player and the player's parents must be notified of such action and the reason(s) for it prior to the start of the game.
 - b. Scorekeeper Notification: The scorekeeper assigned to the coach's team must be notified in writing before the start of the game. The written explanation must include the specific reason(s) for the disciplinary action. The scorekeeper will then attach the written explanation to the scoresheet/player participation form.
 - c. Minimum Playing Time: The player's continuous time requirement may not be used for disciplinary purposes if the player arrived for the game on time.
 - d. Severe Disciplinary Action: More severe disciplinary action than is listed above must be approved by the LR.

O. Post Season Tournament

1. Coaches are encouraged to make their parents aware, early in the season, that there will be an admission charge for all MRYBC Tournament games as follows:
Adults \$3.00
Students & Senior Citizens \$2.00
Coaches and players are admitted free of charge for their own games.
League players wearing their team jersey are admitted free
2. THERE WILL BE ABSOLUTELY NO BORROWED PLAYERS IN THE POST SEASON TOURNAMENT.
3. Any Coach, Player and/or Spectator(s) ejected from an MRYBC game and/or facility due to the display of generally bad sportsmanship, and/or offensive language of any type will not be allowed to return to any MRYBC facilities the following game. The above mentioned ejection/suspension may or may not be preceded by
 - (1) verbal warning to be left at the discretion of the LR/Gymnasium Supervisor present at the time of the incident. Any Coach, Player and/or Spectator(s) ejected twice during the same season for any reason and/or ejected for a single act of violence of any type, will be banned from attending any MRYBC youth league basketball facilities/functions for the remainder of the regular season as well as any subsequent post-season tournament play.

Admission fees collected are used to pay the officials in each town and to purchase the awards for the Tournament's top three teams in each Division

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