



**Basketball League Rules
Grade 1 through Grade 8
Boys & Girls**

I. Division Grade/Age Requirements

- A. Leagues will be organized by grade (1st through 8th) and gender.
 - 1. Grades 3rd through 8th will play regulation rules and be divided by grade and gender.
 - 2. Co-ed Leagues will be offered for 1st/2nd Grade combined , 3rd Grade and 4th/5th Grade combined. (4th/5th “B” League)
- B. Teams may have players in lower grades to “play-up” in an older grade division. Teams may also choose to play in a higher grade division.
- C. **In no case may a player “play-down” in a lower grade division regardless of perceived skill level.**

Exception: A player may play down in a lower grade division if that player meets the age requirements as set forth below:

Grade Division	
2 nd	Player cannot turn 9 prior to September 1, 2012
3 rd	Player cannot turn 10 prior to September 1, 2012
4 th	Player cannot turn 11 prior to September 1, 2012
5 th	Player cannot turn 12 prior to September 1, 2012
6 th	Player cannot turn 13 prior to September 1, 2012
7 th	Player cannot turn 14 prior to September 1, 2012
8 th	Player cannot turn 15 prior to September 1, 2012

- D. **IMPORTANT:** If the grade of a player is protested, coaches should be prepared to verify the player’s grade or age with report card and/or birth certificate. If a player is determined to be ineligible, all games in which the player has participated will be forfeited. The team may continue to participate in league play without the disqualified player.
- E. Players must be on the original team roster submitted before league play begins in order to participate on a team.
- F. Players may only play on one team within a Grade Division.
- G. Players may play on another team in another division if they meet the grade requirements.
- H. Any protest concerning player eligibility must be directed to the League Administrator.

II. Required Documentation

- A. The following must be submitted to the League Administrator before beginning league play:
 - 1. Registration Form
 - 2. Complete Roster information with parent signatures. Players may not be added to the roster after league play begins.
 - 3. Signature of Coach or Team Representative verifying information submitted.
 - 4. Entry fee paid in full.

III. Game Rules

A. 1st/2nd Grade Combined and 3rd Grade Co-ed

1. Ball Size – 28.5
2. Goals will be set at 9 ft.
3. Free-throws will be shot from 12 ft.
4. 6 Minute Quarters – No Running Clock
5. 5 Minute Halftime
6. 2 Minute Overtime
7. 2 – 60 Second Timeouts per half – No Carryover
8. 1 Additional 60 Second Timeout for overtime. Unused timeouts from second half may be carried over to overtime period.
9. Teams may play man-to-man or zone defense.
10. Pressing is NOT allowed until the last two minutes of the game. Neither team may press if either team has a 10 Point lead.
11. Teams may Fast Break on Steals and Rebounds.
12. No Mercy Rule unless agreed upon by both coaches. If agreed upon, clock will run continuous except during timeouts.
13. Coaches or Team Representative should have roster information entered on official score sheet two minutes prior to scheduled start time.
14. Teams should be ready to begin play at the scheduled game time. A five minute grace period will be allowed before the game is determined as forfeited.
15. In the case that a game runs past the next games scheduled start time, teams will be given a minimum of 5 minutes warm-up before their game.

B. 4th/5th Grade “B” League – Co-ed

1. Ball Size – 28.5
2. Goals will be set at 10 ft.
3. Free-throws will be shot from 15 ft. regulation distance. Players may cross the free-throw line upon release of the ball.
4. 6 Minute Quarters – No Running Clock
5. 5 Minute Halftime
6. 3 Minute Overtime
7. 2 – 60 Second Timeouts per half – No Carryover
8. 1 Additional 60 Second Timeout for overtime. Unused timeouts from second half may be carried over to overtime period.
9. No Pressing until the last two minutes of each half. Neither team may press if either team has a 10 point lead.
10. Teams may Fast Break on steals and rebounds.
11. No Mercy Rule unless agreed upon by both coaches. If agreed upon, clock will run continuous except during timeouts.
12. Coaches or Team Representative should have roster information entered on official score sheet two minutes prior to scheduled start time.
13. Teams should be ready to begin play at the scheduled game time. A five minute grace period will be allowed before the game is determined as forfeited.
14. In the case that a game runs past the next games scheduled start time, teams will be given a minimum of 5 minutes warm-up before their game.

C. 3rd Grade through 6th Grade – Divided by Grade and Gender

1. Ball Size – 28.5
2. Goals will be set at 10 ft.
3. Free-throws will be shot from 15 ft. regulation distance.
4. 6 Minute Quarters – No Running Clock
5. 5 Minute Halftime
6. 3 Minute Overtime
7. 2 – 60 Second Timeouts per half – No Carryover
8. 1 Additional 60 Second Timeout for overtime. Unused timeouts from second half may be carried over to overtime period.
9. Pressing allowed at all times.

10. No Mercy Rule unless agreed upon by both coaches. If agreed upon, clock will run continuous except during timeouts.
11. Coaches or Team Representative should have roster information entered on official score sheet two minutes prior to scheduled start time.
12. Teams should be ready to begin play at the scheduled game time. A five minute grace period will be allowed before the game is determined as forfeited.
13. In the case that a game runs past the next games scheduled start time, teams will be given a minimum of 5 minutes warm-up before their game.

D. 7th & 8th Grade – Divided by Grade and Gender

1. Ball Size – 28.5 – Girls / Regulation - Boys
2. Goals will be set at 10 ft.
3. Free-throws will be shot from 15 ft. regulation distance.
4. 6 Minute Quarters – No Running Clock
5. 5 Minute Halftime
6. 3 Minute Overtime
7. 2 – 60 Second Timeouts per half – No Carryover
8. 1 Additional 60 Second Timeout for overtime. Unused timeouts from second half may be carried over to overtime period.
9. Pressing allowed at all times.
10. No Mercy Rule unless agreed upon by both coaches. If agreed upon, clock will run continuous except during timeouts.
11. Coaches or Team Representative should have roster information entered on official score sheet two minutes prior to scheduled start time.
12. Teams should be ready to begin play at the scheduled game time. A five minute grace period will be allowed before the game is determined as forfeited.
13. In the case that a game runs past the next games scheduled start time, teams will be given a minimum of 5 minutes warm-up before their game.

IV. Coach / Player and Fan Behavior

- A. Coaches are responsible for their behavior, player's behavior and fan's behavior.
- B. Any coach or player receiving two technical fouls in a game, MUST leave the facility. The coach/player will not be permitted to participate in the next scheduled league game.
- C. Any coach or player ejected from two games during league play will not be allowed to continue in league play.
- D. The League Administrator or Game Official has authority to escort unruly fans out of the facility.
- E. The League Administrator will at no time over rule the call of an official.

V. Uniforms, Balls, Game Administration

- A. Teams must have uniform tops with numbers on the back at a minimum. T-shirts with numbers will do.
- B. Teams must supply their own balls for warm-up with one team supplying the agreed upon game ball.
- C. Clock Keepers, Score Keepers and Officials are provided.

VI. League Standings

- A. League standings will be determined by Won/Loss record.
- B. Tie-Breakers
 1. In the case of a two-way tie, the first tie-breaker is head-to-head competition.
 2. If teams have not played during league play, the team with the total highest accumulated winning margin will be the higher seed. The most points credited for a win is +20, and for a loss -20.
 3. In the case of a three-way tie or more, the point system will be used to determine seeding.
 4. If there is still a tie using the established point system, seeding will be determined by a coin flip between the teams tied.
 5. Forfeits will result with a -20 point margin given to the forfeiting team and a +20 given to the winning team.

VII. Scheduling

- A. League Administration will, to the best of their ability, try to accommodate scheduling request. Any time or date request should be communicated before league play begins.**
- B. Please realize that request made to change scheduling after it is published has an impact on many individuals. Changes requested after a schedule is posted cannot always be made.**
- C. It is the responsibility of each team to know their schedule. Each team should appoint a designated individual to communicate with coaches, players and parents. Schedules are posted within the facility and should be viewed each week. Schedules will also be posted on the MidAmerica Sports Center website at <http://www.midamericasportscenter.com>**
- D. The primary method of communication is e-mail. Please make sure that your team's designated individual responsible for communicating to the team has submitted an e-mail address.**
- E. Phone calls from each team's designated communicator are welcome. Please realize that communicating with every parent within the league is impossible.**