



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

**I. Division Grade/Age Requirements**

**A. Leagues will be organized by grade (K-2 Developmental through 8<sup>th</sup>) and gender.**

1. Grades 3<sup>rd</sup> through 8<sup>th</sup> will play regulation rules and be divided by grade and gender.
2. Girls Divisions: 3<sup>rd</sup>/4<sup>th</sup> Combined, 5<sup>th</sup>/6<sup>th</sup> Combined, 7<sup>th</sup>/8<sup>th</sup> Combined
3. Boys Divisions: 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup>. Grades not combined
4. Co-ed Leagues will be offered for K, 1<sup>st</sup>/2<sup>nd</sup> Grade combined , 3<sup>rd</sup> Grade and 4<sup>th</sup>/5<sup>th</sup> Grade combined. (4<sup>th</sup>/5<sup>th</sup> “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. Grade Division Age Requirements**

Grade Division	
2 <sup>nd</sup>	An athlete must be in the 2 <sup>nd</sup> Grade as of October 1, 2017 and cannot turn 10 prior to September 1, 2018
3 <sup>rd</sup>	An athlete must be in the 3 <sup>rd</sup> Grade as of October 1, 2017 and cannot turn 11 prior to September 1, 2018
4 <sup>th</sup>	An athlete must be in the 4 <sup>th</sup> Grade as of October 1, 2017 and cannot turn 12 prior to September 1, 2018
5 <sup>th</sup>	An athlete must be in the 5 <sup>th</sup> Grade as of October 1, 2017 and cannot turn 13 prior to September 1, 2018
6 <sup>th</sup>	An athlete must be in the 6 <sup>th</sup> Grade as of October 1, 2017 and cannot turn 14 prior to September 1, 2018
7 <sup>th</sup>	An athlete must be in the 7 <sup>th</sup> Grade as of October 1, 2017 and cannot turn 15 prior to September 1, 2018
8 <sup>th</sup>	An athlete must be in the 8 <sup>th</sup> Grade as of October 1, 2017 and cannot turn 16 prior to September 1, 2018

**D. 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 as of Sept. 1, 2017	Requested Grade to “Play Down”	
3 <sup>rd</sup>	2 <sup>nd</sup>	Player cannot turn 9 prior to September 1, 2018
4 <sup>th</sup>	3 <sup>rd</sup>	Player cannot turn 10 prior to September 1, 2018
5 <sup>th</sup>	4 <sup>th</sup>	Player cannot turn 11 prior to September 1, 2018
6 <sup>th</sup>	5 <sup>th</sup>	Player cannot turn 12 prior to September 1, 2018
7 <sup>th</sup>	6 <sup>th</sup>	Player cannot turn 13 prior to September 1, 2018
8 <sup>th</sup>	7 <sup>th</sup>	Player cannot turn 14 prior to September 1, 2018
9 <sup>th</sup>	8 <sup>th</sup>	Player cannot turn 15 prior to September 1, 2018

**E. 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. **Note: Protesting team must supply all required information for their team when filing a protest.** If a player is determined to be ineligible before tournament seeding is complete, all games in which the player has participated will be forfeited. The team may continue to participate in league play without the disqualified player. If a player is determined to be ineligible once tournament play begins, the team will be disqualified and not allowed to continue in tournament play.

F. Players must be on the original team roster submitted before league play begins in order to participate on a team.

G. **Players may only play on one team within a Grade Division.**

H. 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. K, 1<sup>st</sup>/2<sup>nd</sup> Grade Combined and 3<sup>rd</sup> 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. 4<sup>th</sup>/5<sup>th</sup> 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. 3<sup>rd</sup> Grade through 6<sup>th</sup> 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. 7<sup>th</sup> & 8<sup>th</sup> 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

### 1. League Play – Seeding into Tournament – Where ALL teams are played in League Play

Seeding for tournament play will be determined as follows:

1. Most wins in League Play
2. In the case of a two-way tie, the first tie-breaker is head-to-head competition.
3. In the case of a three-way tie, seeding will be determined using the highest accumulated winning margin during league play. The most points credited for a win is +20, and for a loss –20.
4. If there is still a tie using the established point system, seeding will be determined by Points Allowed, the total number of points scored by the opposing teams during League Play. The team allowing the least points will receive the higher seed.
5. If the tie is still not resolved, seeding will be determined by the total number of Points Scored by the team over the course of League Play. The team scoring the most points during Pool Play will receive the higher seed.
6. If there is still a tie, a coin-toss will be used to determine tournament seeds.

### 2. League Play – Seeding into Tournament – Where all teams are NOT played in League

Seeding for tournament will be determined as follows:

1. Most wins in League Play
2. In the case of a two-way tie, the first tie-breaker is head-to-head competition.
3. If a two-way tie occurs and teams have not played each other, seeding will be determined using the highest accumulated winning margin during league play. The most points credited for a win is +20, and for a loss –20.
4. In the case of a three-way tie or more, seeding will be determined using the highest accumulated winning margin during league play. The most points credited for a win is +20, and for a loss –20.
5. If there is still a tie using the established point system, seeding will be determined by Points Allowed, the total number of points scored by the opposing teams during League Play. The team allowing the least points will receive the higher seed.
6. If the tie is still not resolved, seeding will be determined by the total number of Points Scored by the team over the course of League Play. The team scoring the most points during League Play will receive the higher seed.
7. If there is still a tie, a coin-toss will be used to determine tournament seeds.

## 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 will also be posted on the MidAmerica Sports Center website at <http://www.midamericasportscenter.com> . A Free App is also available for Apple and Android smart phones.
- 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.