

## Semi Competitive Youth Basketball

This league is to serve as a stepping stone between recreational and competitive youth basketball leagues. This league is for teams looking to make the transition to a competitive league in the near future.

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### High School basketball rules will govern play with the following modifications:

1. 3<sup>rd</sup>-6<sup>th</sup> grades will use a women's size (28.5) basketball and will play on a ten-foot basket.
2. There will be four, 8-minute quarters using a running clock. The clock will stop on free throws and time-outs. It will also stop on all dead balls during the last minute of each quarter.
3. If any team is leading by 20 points or more, the mercy rule will take effect. There will be a running clock the whole game unless the team that is down gets the score within 20 points.
4. The game will be started with a jump ball. All subsequent jump balls and the start of the remaining quarters will be alternating possessions.
5. 3-second key violation.
6. All grades will shoot from the free throw line at 15 feet from the basket.
7. One-and-one bonus will be awarded on the seventh team foul of each half. Double bonus will be awarded on the tenth team foul. During free-throws players in the marked lane space can enter the key once the ball leaves the shooter's hand, the free-throw shooter and players behind the shooter can enter once the ball hits the rim.
8. Any defense may be played. Unless a team is leading by 20 or more points, then they will not be able to play defense until the ball crosses the half court line and no half court traps.
9. Any player receiving a technical foul will sit out eight (8) game time minutes. If a player receives two technical fouls in a single game he/she will be ejected for the remainder of that game and the next game. A meeting with the program coordinator is required before that player is eligible to return to the league. Three technical fouls accumulated during the season will result in being suspended from league play.
10. Any head coach receiving a direct technical foul will be required to sit down on the bench for the remainder of the game. If a coach receives two direct technical fouls in a single game he/she will be ejected for the remainder of that game and the next game. A meeting with the program coordinator is required before that coach is eligible to return to the league. Three direct technical fouls accumulated during the season will result in being suspended from league play and the next calendar season of play.
11. Only the head coach and one assistant coach will be permitted on the bench. The assistant cannot address the officials. They are there to assist the players and must remain seated during the game.
12. Each team will receive two, 1-minute timeouts per half. Unused timeouts in the first half do not carry over to the second half.
13. If the game ends in a tie, then there will be a sudden death period started with a jump ball. First basket wins. Unused timeouts from the second half will roll over to overtime. No new timeouts will be allotted to teams.

\*Rule interpretation and enforcement will be at the discretion of the recreation staff (officials, site supervisors, coordinators, directors, etc.).