



RULES AND POLICIES PACKET

This packet details the rules, policies and procedures for leagues at The Courts, as of August 31st, 2011.

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2011-2012 MAJOR RULE AND POLICY CHANGES

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THE COURTS YOUTH BASKETBALL RULES

1. All league games will be governed by the official basketball rules as adopted by the National Federation of State High School Associations with the exception of the special league rules adopted by The Courts.
2. A team must be fully registered with The Courts. Waiver/Roster forms must be filled out by each team and turned in before their first game. Due to insurance policies, forms may not carry over from one session to another; a new form must be filled out for each new session. Any team playing a player not on its roster will forfeit the game. Players may be added to the roster during the session, but they must fill out the appropriate paper work before playing.
3. Players must play in the grade division they are currently enrolled in school or play in a higher division. During Summer Sessions, the grade division currently enrolled in is considered to be the grade you will be going into the following fall. No player can play down to a lower grade division. The Courts reserves the right to amend this rule in special circumstances.
4. Players may only play on one team per conference, but they may play on multiple teams in different conferences in a session. *During the High School Tune-Up League and Summer Sessions, players are allowed to play with their school team as well as their "summer" team.* The Courts may waive the rule of players only playing on one team in a league and allow a player to play on two teams in a league. Players must be on both rosters and are not allowed to play on other teams in that league.
 - *If a player chooses to play on multiple teams, The Courts is not required to schedule around an individual's time conflicts.*
5. A player playing in the current session must have their parents meet with The Courts management to transfer teams. The player then will have a one-week waiting period before playing in the next game. *The player will only be allowed to transfer one time in a session and will not be allowed to go back and play for the previous team in the current session.*
6. Teams must be able to field a team of at least four players. If a team fails to have four players on the court at game time, they will be given ten minutes before a forfeit is called. At any time during a game when a team drops below four players due to injury or disqualifications, the game is forfeited.
7. *Teams that field a team with less than four players may fill their squad with other players in order to play the game, but the game will be ruled a forfeit.*
8. All players must at least have numbers on the back of their jerseys. The numbers may be between 0 and 99.
9. There must be an adult present on the bench at all times. There will be only two coaches allowed on the bench during the game. *Only one coach, designated as the "head coach", will be allowed to stand during the game and address the officials.* Coaches will not stand and argue judgment calls. This will result in a technical foul. Coaches must stay within the regulation 14' coach's box located in front of their bench.
10. *Acts of disrespect or intimidation, while not directed specifically toward opposing players and coaches, are still considered unsportsmanlike. The Courts encourages its coaches to act professionally at all times.*

11. K-1 teams may have one coach on the floor to help instruct. The coach must stand on the opposite side of the floor from the benches, and will not be allowed to go past the “volleyball serving line” and will not be allowed to go past the “volleyball side line”.
12. Prior to each league starting, the schedules will be posted on The Courts website at www.thecourtsezone.com under the “Schedules/Scoreboard” link. Notification of these schedules being posted will be e-mailed to the team contacts. It is the responsibility of the teams to locate their schedule and appear for their scheduled games.
13. Game Change Requests Policies are covered at The Courts website at http://www.thecourtsezone.com/rules_policies.cfm.
14. If a team cancels without approval from The Courts, it will be recorded as a loss and a win for the team that they were scheduled to play. Every attempt will be made to fill the game at that time. If a team forfeits two games without notifying The Courts, they will be dropped from the league.
15. All games will consist of two eighteen-minute halves. The clock will run continuously and stop only during time-outs and the last two minutes of the game on dead balls and whistles.
 - If a twenty-point lead occurs, the clock will run continuously during the last two minutes.
 - The clock will not stop in K-1 games.
16. In case of overtime, the first overtime period will consist of two minutes. The second overtime period will be a sudden death format. The first team that scores will be the winner.
 - There will be no overtime in K-1 games. Both teams involved will be credited with a win.
17. There will be two minutes between halves and a minimum of four minutes between games. The Courts reserves the right to alter times if games should run late with adequate warm-up time being allowed.
18. Teams will be allowed three time-outs per game to be used at any time. These timeouts will be for forty seconds. Teams will be issued one additional time-out for the overtime period. Previous time outs remaining will carry over to overtime periods.
 - *In the event that a team is leading by 20 or more points, The Courts strongly emphasizes that the team leading not use remaining time outs unless it is for substitution purposes or in cases of emergency.*
19. Basketball Sizes:
 - All grades 6th and under will use a 28.5” basketball.
 - Boys leagues, grades 7th and above will use a 29.5” basketball.
20. Goal Height:
 - K-1 leagues will shoot on 8’ goals.
 - 2nd grade will shoot on 9’ goals.
 - 3rd grade and up will shoot on regulation 10’ goals.
21. Free throw distance:
 - K-1 & 2 grades will shoot from the “volleyball line” which is a distance of 8’. The shooter may land on the line but not completely past the line.
 - 3rd grade will shoot from the 12’ line. The shooter may land on the line but not completely past the line.
 - 4th grade and up will shoot from the regular free throw line.
 - i. 4th grade rec and intermediate will be allowed to land on the line but not completely in front of the free throw line.

- ii. 4th grade competitive and up will not be allowed to have contact with the free throw line at anytime while shooting.

22. Pressing:

- K-1 may not go past the top of the key extended. Offensive teams may not attempt to stall or delay to circumvent this rule. It is at the referee's discretion if this is happening, and the ball may be awarded to the defensive team.
- 2nd grade can pick up at ½ court.
- 3rd grade can pick up at ½ court and press full court in the last two minutes of the game only.
- 4th grade and up can pick up full court.

23. Lane Violations:

- 2nd grade and under will have no three-second-lane violation.
- 3rd grade will use a five-second-lane violation.
- 4th grade and up will use the three-second-lane violation.

24. Pressing if a twenty-point lead occurs:

- 2nd and 3rd grade league teams must drop back to the top of the key extended.
- 4th grade and above league teams must drop back to half court.
- **For competitive leagues only:** *in the 5th grade and above, if a twenty point lead should occur teams are not required to drop back to half court.*
 - i. *If the league is a combined league consisting of competitive and intermediate or recreational teams, the team leading is still required to fall back to drop back to half court.*

25. Showing of the score if a twenty-point lead occurs:

- If the difference in the score is greater than 20 points, the scoreboard shall not show more than a twenty point difference
- **For competitive leagues only:** *in the 5th grade and above, if a twenty point lead should occur the score will be shown as normal*
 - i. *If the league is a combined league consisting of competitive and intermediate or recreational teams, the score shall not show more than a 20 point difference.*

26. It is mandatory as a matter of sportsmanship, that all teams will shake hands before and at the end of each game.

27. A technical foul policy and crowd warning policy will be enforced for coaches, players, and spectators. Please view these policies at our website: www.thecourtsezone.com.

28. If, in the opinion of The Courts officials, unsportsmanlike behavior from the coaches, players, parents, or fans has put the game out of control, the offending team will forfeit the game. This could result in suspension from the league.

29. All protests must be typed and filed at The Courts within twenty-four hours of the game. There will be a \$100.00 fee for all protests filed. Money will not be refunded if the protest is upheld. The official score sheet will be final.

30. In case of inclement weather, call 831-3333 ext. 7 or visit our website and view our message board to verify if games will be played or canceled. Final determination of games being canceled will be made by 3:00 pm or earlier on the day of the game.

31. The Courts reserves the right to amend or alter these rules.



GRADE LEVEL RULES AND VARIATIONS

K-1

Goal- 8'

Clock- 18-minute half, clock does NOT stop in last two minutes, THERE IS NO OVERTIME SESSION

Free throw line- Volleyball line, shooter may land with foot on line, but foot may not go past the line

Lane Violation- No time limit in lane

Pressing- Players may not go past the top of the key EXTENDED. Offensive teams may not attempt to stall or delay to circumvent this rule. It is at the referee's discretion if this is happening, and the ball may be awarded to the defensive team.

Coaches- May have one coach on the floor to help instruct, located on opposite side of floor than the bench, and may not go past the "volleyball serving line" or "volleyball side line."

PERSONAL FOULS ARE NOT KEPT

2nd Grade

Goal- 9'

Clock- 18-minute half, clock stops in last two minutes unless there is a 20 point margin

Free throw line- Volleyball line, shooter may land with foot on line, but foot may not go past the line

Lane Violation- No time limit in lane

Pressing- Players may not go past half court

20-point Lead-The team leading by 20 points may not go past top of the key extended at any time

3rd Grade

Goal- 10'

Clock- 18-minute half, clock stops in last two minutes

Free throw line- 12', shooter may land with foot on line, but foot may not go past the line

Lane Violation- 5-seconds in the lane

Pressing- Players may not go past half court until last two minutes

20-point Lead-The team leading by 20 points may not go past top of the key extended at any time

4th Grade

Clock- 18-minute half, clock stops in last two minutes unless there is a 20 point margin

Free throw line- 15',

- Competitive Conference: shooter is not allowed to step on line
- Recreational and Intermediate Conferences: shooter may land with foot on line (not past), shooter may NOT charge the basket

Lane Violation- 3-seconds in the lane

Pressing- Players may pick up full court

20-point Lead-The team leading by 20 points may not go past half court at any time

5th Grade and up

Regular basketball rules apply

20-point Lead-The team leading by 20 points may not go past half court at any time

- If the conference is a competitive conference, this rule does not apply.



TECHNICAL FOUL POLICY

Technical Foul Policy:

- All technical fouls assessed by the officials are final and will not be overturned.
- Definition of an Unsportsmanlike or Technical Foul:
 - This includes, but is not limited to acts or conduct such as:
 - Disrespectfully addressing, threatening, or contacting an official or gesturing in such manner as to indicate resentment.
 - Using profanity
 - Baiting or taunting an opponent or official
 - Any act towards an official or player that is perceived as unsportsmanlike

Penalties:

- Players:
 - A player who receives a technical foul during a game will be suspended for the remainder of the game and one (1) additional games.
 - A player who is ejected from a game due to a technical foul or at the request of the official is suspended for the rest of that game and a minimum of the next two (2) games.
 - If a player received three (3) technical fouls in a session, the player will be suspended for the remainder of the session.
- Coaches:
 - A coach who receives a technical foul during a game will be required to remain seated for the duration of the game.
 - If a coach receives two (2) technical fouls in a game, he will be ejected from the game, will serve a minimum of a two (2) game suspension, and must meet with The Courts management before entering back in the facility.
 - If a coach receives two technical fouls in different games, the coach will serve a minimum of a two (2) game suspension.
 - If a coach receives a third technical fouls, the coach will be suspended for the remainder of the session.
- Spectators:
 - If a spectator is ejected from the game, the spectator will be suspended from the facility that game and the following two (2) games. The spectator must meet with The Courts management before returning.
 - If a spectator is ejected from a game two times in a session, the spectator is suspended from the facility permanently. The person ejected must meet with Courts management before entering back in the facility.
- Fighting:
 - Any individual involved in fighting will be suspended from all activities at The Courts indefinitely.
- *NOTE: The Courts reserves the rights to alter the length of the suspensions depending on the severity of the act. If a suspension is not fulfilled before the session ends, the suspension will carry over to the following session the player participates in, regardless of the team he/she is playing with.*

Crowd Warnings:

- Officials may issue a crowd warning. Subsequent behavior may result in a technical foul or forfeiture.

Technical Foul Exceptions:

- Penalties will not be enforced for non-sportsmanlike conduct, such as substitutions, dunking, uniform violations.



CROWD WARNING POLICY

In the event that spectators display behavior considered to be unsportsmanlike, unruly, or interfere with the orderly progress of the game, the official shall stop the game and issue a crowd warning. The warning will be noted on the official score sheet and the head coach of the offending team shall be notified.

The officials may call a technical foul on the team if its supporters continue to act in such a way as to interfere with the proper conduct of the game.

If behavior continues after a technical foul has been issued the game will be stopped and a forfeit will be given to the offending team.

It is strongly encouraged that the head coach notify the spectators of the warning and of the penalties that may ensue if unsportsmanlike behavior continues.

If a team receives a second warning during a session, the team's contact and/or coach must meet with The Courts management before the team's next game. If a third offense occurs during a session, the team will be removed from the league.

Note: Inappropriate behavior by an individual will still fall under The Courts Technical Foul policy. Crowd Warnings may still be issued in this event.

The Courts continues to encourage the promotion of good acts of sportsmanship before, during, and after games. Please help us to achieve this by informing your spectators of our policies.



LEAGUE PAYMENT POLICY

It is the responsibility of the teams to pay a registration deposit of \$150 prior to the registration deadline. **If this minimum deposit is not made by such time, the team will not be scheduled in the session.** The balance of the league fee is due prior to the first game. **If a league fee is not paid in full by the second week of the session, the team will be removed from competition at The Courts.**

Payments may be made at the time of electronic registration on our website with a credit card, may be made over the phone with a credit card, or may be made in person with a credit card, single check, cash, or money order. Due to many checks being returned with insufficient funds, The Courts will no longer accept numerous checks for one team. Payments must be noted with the team name.

Sponsorship checks shall be received prior to the registration deadline. If the sponsor check is being processed, The Courts must receive a purchase order or invoice order from the sponsor via e-mail prior to the registration deadline.





GAME SCHEDULING POLICY

Over the past few sessions, requests for game changes have continued to grow in number, frequency, and difficulty. It is the goal of The Courts to attempt to meet team's needs to the best of its ability by taking into consideration requests that are made prior to the registration deadline and before the schedules are released. It is impossible to fulfill all requests, but a majority of them can be met if they are known about when a team is registered.

PRIOR TO THE REGISTRATION DEADLINE:

- **A team may block specific dates of play during the session.** Blocking specific dates will be taken into consideration, but simply asking for "no weekends" or "no Tuesdays" for example are difficult to consider. It is the intent of the courts to first use the primary days of play for scheduling purposes and secondary days of play as alternatives. The Courts reserves the right to use secondary days, so requests should be made with that in mind.
- **A team may request to not play before or after a certain time.** These requests are taken into consideration with travel and work schedules in mind. Specific times should be designated, but simply asking for "no late games" for example will not be considered. The Courts reserves the right to evaluate where teams are located and meet these requests accordingly.
- **A team may request to be placed in opposing leagues as other teams due to the sharing of players.** Players may only play on one team per league, but they may play on multiple teams in different leagues. The Courts will attempt to put these teams in different leagues if there are enough leagues available to accommodate. If there are not enough leagues available to separate teams into different leagues, players will have to choose which team they will play on in that league. In extremely rare cases, The Courts does reserve the right to amend this policy.

ITEMS THAT THE COURTS WILL NOT SCHEDULE AROUND:

- **Scheduling different game times for teams that share a player/players.**
- **Scheduling different game times due to a coach working with three or more teams that play on the same day.**
- **Scheduling games on alternate days due to teams not being able to play on a majority of your primary days of play.**

Please respect the fact that the more requests each team asks for to accommodate their own schedule, the more hardships it causes for the other teams involved. Please limit your requests to only those that are truly essential.



“MAKE-UP” DAY POLICY

Over the last year, The Courts has continued to work on improving their policies in changing games after the schedule has been released. We at The Courts realize that unforeseeable circumstance do arise that will force a team to be unable to attend a game.

The Courts will be implementing a new “Make-Up” day policy effective at the beginning of its Early Fall Session on August 31st, 2010 in an attempt to limit the number of game changes after the initial schedule has been released.

- **If a team is unable to field a team for their game and The Courts is notified at least 24 hours, The Courts will attempt to move that game to a designated “make-up” day later in the session.** The designated day will be set at the beginning of the league. If one or either of the teams are unable to participate in that game, the team that cancelled the original date will be given a forfeit and the opposing team will be scheduled another game.
- **If a conflict occurs less than 24 hours prior to the game, it is the responsibility of the team representative to contact a Courts representative.** If there is a reasonable way to reschedule the game on that session’s designated “make-up” day, it will be considered. If not, the game will be considered a forfeit.

Please respect the fact that the more cancellations each team asks for to accommodate their own schedule, the more hardships it causes for the other teams involved. Please limit your cancellations to only those that are truly essential and those that limit your team to less than five players.



GAME NOTIFICATION POLICY

Prior to the session starting, the schedules will be posted on our website at www.thecourtsezone.com under the "Schedule/Scoreboard" link. It is the responsibility of the teams to locate their schedule and appear for their scheduled games.

The Courts will use an e-mailing system to notify the teams that their schedules have been posted on our website. Current e-mail addresses should be provided by the teams at the time of registration.

In the event that a game change should occur, The Courts will send an e-mail notification of the game change.



WEATHER CANCELLATION PROCEDURES

WEATHER CANCELLATIONS

It is the policy of The Courts to ensure the safety of the teams and patrons when inclement weather arrives. If conditions are unplayable before the first game or conditions decline throughout the day, a decision will be made as soon as possible to inform the team spokesperson of the cancellation. A notice will also be placed on the top banner of our website at www.thecourtsezone.com and a message will be left on our weather line at (417) 831-3333 ext. 7.

RESCHEDULING OF CANCELLED GAMES

In the event of a game being cancelled by The Courts due to inclement weather, a scheduled make up day will be assigned. If either of the teams are unable to play on the assigned day, the game will not be made up.