



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.
4. Players may only play on one team per league, but they may play on multiple teams in different leagues. During the High School Tune-Up League and Summer Sessions, 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. Again, players must be on both rosters and are not allowed to play on other teams in that league.
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.
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. All players must at least have numbers on the back of their jerseys. The numbers may be between 0 and 99.
8. 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.
9. **Game Change Requests Policies are covered at The Courts website at http://www.thecourtsezone.com/rules_policies.cfm.**
10. 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.

11. 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.
12. 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.
13. 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.
14. 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 team leading may not use any remaining timeouts. If a team would like to stop the game to substitute players, the coach must notify the official by asking for a substitution time out. Substitutes may enter the game, but teams may not meet.
15. 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.
16. 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.
17. Free throw distance:
 - K-1 & 2 grades will shoot from the "volleyball line". The shooter may land on the line but not completely past the line.
 - 3rd grade will shoot from the 12 foot 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.
 - o 4th grade rec and intermediate will be allowed to land on the line but not completely in front of the free throw line.
 - o 4th grade competitive and up will not be allowed to have contact with the free throw line at anytime while shooting.
18. 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 the last two minutes of the game only.
 - 4th grade and up can pick up full court.

19. 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.
20. If a twenty-point lead occurs:
- 3rd and 4th grade league teams must drop back to the top of the key.
 - 5th grade and above league teams must drop back to half court.
21. 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 will be allowed to stand during the game. Coaches will not stand and argue judgement calls. This will result in a technical foul. Coaches must stay within the regulation 14' coach's box located in front of their bench.
22. 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".
23. It is mandatory as a matter of sportsmanship, that all teams will shake hands before and at the end of each game.
- 24. 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.**
25. 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.
26. 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.
27. In case of inclement weather, call 831-3333 ext. 7 to verify if games will be played or canceled. You may also go to our website and view the announcement board on the top left corner. Final determination of games being canceled will be made by 3:00 pm on the day of the game.
28. The Courts reserves the right to amend or alter these rules.

