



## 2024/25 Youth Winter Basketball League Rules for 2019, 2018/Grade 1

### Special Rules

- 1 The primary purpose of this league is participation, skill development, promotion of the value of sportsmanship, striving to do your best, learning responsibilities of team play, and most important, enjoyment for the players.
- 2 Your volunteer coaches are giving of their free time to help the children in our community. We are very fortunate to have these special people. Please help them in any way you can.
- 3 All complaints about the referees or the league are to be directed to the League Director only.
- 4 Your suggestions on how to improve this program will be greatly appreciated. Please contact the League Director.
- 5 Neighborhood Club programs utilizing indoor facilities in the Grosse Pointe Public School System: Please be respectful to the facilities at Monteith Elementary School, this includes hallways(artwork), restrooms and gymnasium. Thank you.

### League Rules

1. Restrictions on movement of players along the lane in effect until the ball touches the ring or backboard, or until the free throw ends.
2. A team must have five (5) players present by game time. If a team has less than five (5) players, teams will be made equal and a practice game will be played.
3. Player Uniforms: Uniforms for all players consist of a team T-shirt and shorts.
4. Player's Playing Time and Substitution Rules:
  - a. Substitution Rule: 6 minutes into the quarter for all boys and girls grades 19, 18/Grade 1 the referee will stop play and substitution will be made.
  - b. There will be a 45 second time out to allow the coaches to get players organized.
  - c. Players may be substituted for, if injured or in foul trouble (three or more fouls) at any time during the game. An injury substitution must be approved by the referee.
- 5 Each player must play half of each quarter (**a total of 12 minutes per game**). No player shall play the entire game. All players should play approximately the same amount of time each game. Any coach not following the equal playing rules will be disciplined.
- 6 In the Boys/Girls 19, 18/Grade 1 league, players are not allowed to steal the ball from the opposing player's hands. Also players are not allowed to steal the ball while a player is dribbling. This will allow teams more opportunities to attempt a pass and shot. Players may steal an attempted pass. Teach your players to play defense by moving their feet keeping their arms up and getting the rebound. Also, **teach defense to stay within the free throw line extended, hands up and moving their feet**.
- 7 Players should not arrive any earlier than (10) minutes before their game time. Players must leave the building immediately following their game.
- 8 Players must come to games and practices dressed ready to play basketball. Players may not use school lockers, rooms or lavatories to dress.
- 9 No boots or wet shoes will be permitted in the school gym.
- 10 Any player or coach ejected from the game for unsportsmanlike conduct will automatically be suspended from at least that team's next game. Any person ejected from the game for unsportsmanlike behavior that could cause or result in violent behavior, will receive a minimum two game suspension. (A second suspension will cause expulsion from the league.) Any violent action (contact with an opponent/official, fighting, grabbing, pushing, throwing an object, etc.) Will result in an expulsion for the remainder of the season, and will extend to the next season. Any player or coach involved in unsportsmanlike conduct (i.e. but not limited to profane language, racial slurs or behavior detrimental to our philosophy) will be suspended from at least that team's next game. (A second suspension will cause expulsion from the league.) Any team coach or player who leaves the bench area during an incident will cause the whole team to be suspended for one game. The coach will be responsible for keeping his team and parents under control. Failure to keep a team or parent under control will result in expulsion of the team, parent and or coach. The League Director reserves the right of a league expulsion for any player, coach or team guilty of gross misconduct.
- 11 **Taunting and Baiting:** Taunting and baiting of opponents has no place whatsoever in youth basketball or any Neighborhood Club activity. Using ridiculous motions, pointing fingers and gesturing are ways in which an opponent can be taunted. Any "Trash Talk" will result in a personal foul. After a second infraction, that player will be removed from the game and will automatically be suspended for their team's next game.
- 12 **Bleeding Player:** A player who is bleeding, has an open wound, or has an excessive amount of blood on his uniform is considered an "injured player". As such, he must leave the game and not reenter until the wound has stopped bleeding and all affected clothing has been discarded. The player can then reenter at the next chance to legally substitute after the game clock starts. A team may not use a time-out to keep such a player in the game once an official has stopped play.

- 13 Pressing is not allowed. A press is defined as: playing defense in the back court after a basket or violation or after a rebound when a player has control of the ball.
- 14 If a game ends in a tie, it will remain in a tie, and both teams will receive a win.
- 15 Boys/Girls 19, 18/Grade 1 will shoot foul shots from a line ten (10) feet from the basket.
- 16 Players may only be added to a team by the Neighborhood Club. Team rosters are prepared for each league and distributed at the coaches meeting. Only players registered and placed on a team's roster, by the Neighborhood Club, are eligible to participate in games. Additions to that roster will only be made by the Neighborhood Club. A Neighborhood Club staff member will call or email you and inform you of any additions or deletions to your roster. **Coaches may not add players to any roster.** In some cases, waiting lists are kept at the reception office.
- 17 The League Director will rule on any situation not covered by the rules.
- 18 Head decorations, head wear, or jewelry are illegal. Barrettes made of soft material are legal. This rule will be strictly enforced for the player's own safety.
- 19 There will be no 3 seconds, traveling or double dribble enforced in this league.
- 20 Dunking, attempting to dunk, or grabbing the rim will not be allowed before, during or after the game. (Technical foul and ejection)
- 21 Coaches may not substitute players on the run.
- 22 A referee shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items include, but are not limited to: A guard, cast or brace made of hard and unweaving leather, plaster, pliable (soft) plastic, metal or any other hard substance--even though covered with soft padding--when worn on the elbow, hand, finger, wrist or forearm.
- 23 With the exception of the above rules, the current National Federation of State High School Association Rules govern the play of all games.

### **Scoring and Timing Regulations**

1. The scorer's table will be made up of one Neighborhood Club scorekeeper hired for this position.
2. At the beginning of each half, the clock will be set for the proper time period. The game shall start with a jump ball, alternating possession thereafter. The time period for each half is:

| <b>Birth Year/Grade</b>   | <b>Halves</b> | <b>Minutes</b> | <b>Ball Size</b> |
|---------------------------|---------------|----------------|------------------|
| Boys/Girls 19, 18/Grade 1 | 2             | 12             | #3               |

3. The clock will stop only for time outs.
4. **COACHES MAY NOT SUBSTITUTE ON THE RUN.** Teams must adhere to the league participation rule and the substitution rule. If the scorer or timer thinks there is a violation, it should be reported to the official.
5. Scorer must know the league substitution rules on the reverse side.
6. Team or running score is the official score and must be kept first. Each personal foul committed is a team foul and both foul types must be recorded. Each basket must be recorded on the score sheet, allowing two points for the field goal and one point for each foul shot or technical shot scored. The 3-point rule is NOT in effect for this league. A player is allowed five fouls before he/she is removed from the game.
7. A team committing 7 or more fouls in one half will cause the opposition to be in a bonus situation.
8. A team is allotted one (1) time-out per half. These time outs do not carry over. Time outs are 45 seconds long.
9. Team time outs must be recorded.
10. Personal and team fouls must be recorded.
11. Officials must check the score at half-time, and must authorize the final score.
12. Half time is two minutes in length.
13. Instead of jump balls, a possession rule will be in effect. Possession will alternate between teams when a jump ball is called.
14. Use of dental guards is recommended in all Neighborhood Club sports.
15. One coach per team is allowed on the floor during the game. Also one coach per team is allowed behind the basket.
16. Inclement Weather Cancellation Policy: In case of inclement weather the Neighborhood Club will follow the lead of the Grosse Pointe Public School System. Listen to the radio or TV for school closing information.

Jim Troyer  
Recreation Manager  
313.885.4600

Chad Golembiewski  
Recreation Supervisor  
313.885.4600