



# 3<sup>rd</sup> / 6<sup>th</sup> Grade Recreational Rules

**Official MSHAA / NFSHSA rules will be followed with the following exceptions:**

**ABUSIVE ACTIONS:**

Verbal or physical abuse/assault towards anyone, including but not limited to officials or players, will result in immediate removal from the game area. Fighting will be cause for immediate ejection and suspension for the remainder of that session, possibly longer. Anyone involved in fighting could be permanently banned from SportsCity. See also "Fouls"

**AWARDS:** Participation awards will be given to all players.

**BALL SIZE:** SportsCity will provide the game ball. Size 6 28.50"

**BASKET HEIGHT:** Ten foot (10') baskets.

**BENCH:**

Only two (2) coaches or non-rostered people may be on the team bench during games.

Home / Visitor is indicated on the wall above each players bench. If not the NORTH bench (closet to windows) is visitor.

**BONUS SHOTS:** None

**CERTIFICATE of INSURANCE:**

Some locations, such as schools and churches, require this to be able to practice there. SportsCity does not issue Certificate of Insurance nor have them available. They would be an additional expense available through insurance companies.

**CLOCK:**

No shot clock. The clock will stop during the final two (2) minutes of the game.

The clock will run except during time-outs, injuries, between quarters, mandatory substitutions and equipment repairs.

The clock will run unless there is a 20+ point lead in the 2nd half at which time the clock will stop for timeouts but not for whistle stoppages.

**COMPLAINTS:**

DO NOT discuss officiating or the officials with facility staff during or immediately following your game. Complaint forms are located in the office and are the best way to lodge your complaint. Must be submitted within 24 hours of the game.

Management will not overturn any calls made by the referee during the game.

Management will not take seriously any complaint directed at them immediately following a game - verbal or written.

**DEFENSIVE PLAY:**

All teams must play man-to-man defense. No zone defense allowed, in the first half, which includes double-teaming or traps. In the second half, zone or man-to-man is allowed.

Each player must be within five (5) feet of the players they are guarding (except when in the lane).

**DELAY of GAME:**

- Four corner offenses and other delay tactics will not be permitted.
- A warning will be given the first time and if delay tactics continues it will for a change of possession.
- Teams that continue to purposely delay the game after the official has awarded a change in possession, after being warned first, will be forced to forfeit the game.

**DOUBLE DRIBBLING:** Will be called.

**DOUBLE TEAMING:** Allowed inside the lane only on the player who has the ball.

**FORFEITS: recorded as 0-25 win to the opponent / double forfeits recorded as 0-0**

- Any team not completely registered (all paperwork/fees submitted) will receive a forfeit per game until requirements are met.
- Teams may start the game with four (4) players but must have five (5) players to start the second half or the game is a forfeit.
- Any un-registered player will result in a forfeit per game they participated. It will be assumed they participated in all previous games for that session.
- Game time is forfeit time. If games are running late the official will determine the starting time of the next game.
- Teams found to be responsible for an official abandoning a game will forfeit.
- Games forfeited will cost the forfeiting team \$50.00 (cash) to be replayed. Opposing coach must inform SportsCity they have agreed to the game being replayed.

**FOULS: All fouls will be called**

- Any player who commits five (5) fouls during the game, will be ineligible for the remainder of that game.
- Players charged with a technical foul will sit the bench the remainder of that half.
- Any un-sporting conduct technical foul will result in the player having to leave the court area immediately.
- **Anyone fighting will be suspended for one (1) year.** That player's team must supply that player's name or the entire team will be suspended the next game. If the suspended player participates in any game during that year, the team they are participating with will be made to forfeit.

**FREE THROW LINE:** Twelve (12) feet.

**GAME LENGTH / PARTICIPATION:**

There will be four (4) ten (10) minute quarters with a running clock.

There will be one (1) minute between quarters and three (3) minutes between halves.

Playing time in the competitive division is the coaches exclusive decision.

Playing time in the recreational division: players are to play at least ½ of the game.

**HOME TEAM:**

Home team is listed first on the official schedule which shows both home / visitor team names. If viewing individual team schedule (just shows opponent) those opponents without the word "at" in front of their team name indicates you are home.

**JUMP BALLS:** Will be used to start regular and over-time play. In all ensuing jump ball situations, possession will alternate.

**LINE-UPS: (to be printed)**

The official scorekeeper will have the game line-up sheets. Line-ups must be completed before the start of the game and are to be completed in numerical order with the player's **COMPLETE** first and last name.

**OVER-TIME:**

In the event of a tie at the end of regular play, overtime periods will be as follows:

- First overtime will be two (2) minutes, stopped clock.
- Second overtime will be one (1) minute, stopped clock.
- Third overtime period is sudden death. First team to score wins.

Each team will be awarded one (1) full time-out per overtime period

**PLAYOFFS:** None – all teams receive eight (8) games.

**POSSESSION:**

Change of possession may occur only as follows: Loose ball, score, rebound, offensive foul, and ball out of bounds.

There will be **NO** reaching in or stealing the dribble.

**PRACTICES:**

All teams will receive one (1) hour practice before the start of each session with a thirty (30) minute practice prior to each weekly game.

**PRESSING:**

3rd-4th grade combined: Full court pressing will not be allowed. When the defensive team controls the rebound, the shooting team must immediately retreat beyond the half-court line.

If all 3<sup>rd</sup> or all 4th grade division: teams with a 20+ point lead, may not full court press. They must retreat to ½ court.

**PROTEST:** Not allowed (see Complaints)

**REFEREES:** At least one (1) certified official will be available for all games.

**REFUNDS:** Will only be issued should SportsCity not be able to place a team / player. Refunds issued within thirty (30) days.

**REGISTRATION:**

Team or individual registrations will be accepted. All required paperwork / fees to register is mandatory. **ALL** players must register by completing the SportsCity Registration / Waiver form.

**ROSTERS: (mandatory)**

- \* The roster size will be: minimum five (5) / maximum fifteen (15) players
- \* Rosters must be submitted before a team can participate. **NO EXCEPTIONS!**
- \* Competitive level players or teams cannot participate in the recreational league.
- \* Divisions are based on grade not age.
- \* Players cannot participate in a grade division lower than what they currently attend in school. **example:** a 14 yr old in 9<sup>th</sup> grade cannot participate on an 8<sup>th</sup> grade team.
- \* Players may play up but cannot play down. See also "Registrations"
- \* No players may be added to a roster after the 2nd week of play without approval from the Basketball Coordinator.
- \* Players cannot be replaced due to injury unless the injury causes that player to miss the remainder of the session.
- \* Any un-registered player will result in a forfeit per game they participated. It will be assumed they participated in all previous games for that session.
- \* Teams must have a responsible person eighteen (18) or older listed as coach or team contact.
- \* Players may only participate with one (1) team in a grade/division.
- \* Teams cannot participate in a division lower than the highest grade on the team. **example:** a team of 10 players has

eight (8) 5<sup>th</sup> graders and two (2) 6<sup>th</sup> graders - that team must play in the 6<sup>th</sup> grade division.

**SCHEDULES: (see also Home Team)**

Schedules will not be available until at least one (1) week before the 1<sup>st</sup> scheduled game. Once available they will be posted on the web site [www.sportscitykc.com](http://www.sportscitykc.com) with an e-mail notice sent to everyone with an active e-mail account on record with SportsCity. Weekly game reminders will be sent via e-mail. If someone with e-mail is not receiving these, have them contact SportsCity.

**SCORING:**

SportsCity will provide an official scorekeeper. No individual scoring will be kept. No 3-pt. shots allowed including "Hail Mary's" taken at the end of game periods.

**STEALING PASSES:**

3<sup>rd</sup> & 4<sup>th</sup> grade: Passes **are** allowed to be stolen once the ball passes the half-court line. No defensive player is allowed to steal the dribble from any player or reach in to tie up for a jump ball until the ball crosses the half-court line.

**SUBSTITUTION:**

On any dead ball. Teams may have an unlimited number of substitutions however, the player being substituted must be off the court before their replacement can enter the game.

**TECHNICALS:**

Any technical foul will give the opposing team twenty-five (25) seconds to shoot two (2) free throws and will also be awarded possession of the ball.

Two (2) technical fouls against a player or coach will be an automatic ejection from the game with an additional one (1) game suspension from the next game played.

All spectator fouls will count towards the coach's technical fouls. If the conduct does not improve then it shall be the referee's decision to eject the spectator.

**TEN (10) SECOND VIOLATION:** Will be enforced from the time the rebound is established by the defensive team.

**TIE-BREAKERS:** If at the end of the regular season play teams are tied, they will remain tied.

**TIME-OUTS:**

A coach or player may request a time-out.

Each team gets two (2) thirty (30) second time-outs per half.

**TRAVELING:** Will be called.

**UNIFORMS:**

- Only rubber soled shoes allowed on court.
- Player must wear SportsCity team shirt provided by SportsCity or they cannot play.
- For child safety reasons, players cannot add their name to the back of the shirt.
- All players are to wear black shorts.
- No duplicate numbers allowed on a team.
- In case of conflict, **HOME** team is responsible for color change.
- SportsCity will provide pinnies in case of color conflict.

**WAIVERS**

All players must complete a waiver per session or they may pay the ten dollar (\$10.00) registration fee and complete a waiver which will then be good for one (1) year.

**WEB SITE:**

All participants with a current SportsCity waiver and an active e-mail address on record with SportsCity will be able to log in on the web site to view schedules, standings, send team e-mails, etc. To use this function go to the web site and click on MY SAM to open the GET PASSWORD page. Complete the information and send. A password will be sent to that persons e-mail within seconds. Once received they now go back into the web site, click again on MY SAM, and enter their password. **NOTE:** must use same email that is on record with SportsCity.

**Web address:** [www.sportscitykc.com](http://www.sportscitykc.com)

**ADDITIONAL:**

No guarantee or promise will be given on the number of teams that will be in a division.

In order to keep games within the eight (8) week time period, and to accommodate any holidays or school breaks or other scheduled events during those weeks, games on additional days/evenings/weekends may be necessary.

SportsCity understands that unplanned things happen but in order to keep within the eight (8) weeks each session, **NO** reschedules will be done unless it's due to an error caused by SportsCity or for reasons beyond SportsCity's control.

SportsCity reserves the right to make any necessary rule changes within league play to ensure an equal level of play.

SportsCity will try to provide single grade divisions. If not able, grades will be combined to form a division.