2nd Grade Boys and Girls

Rules Overview

The Community House operates the Jodie Harrison Basketball League as a recreational league designed to offer children instruction, personal fulfillment, and fun! These rules are intended not to intensify the competition level, but rather to improve the quality of play and offer all participants the opportunity to succeed. Any coach or parent who refuses to comply with the recreational nature of the league will be removed.

Hoops: 8 feet

Ball: Junior (27.5)

Clock: 8-minute quarters (ALL running clock)

Substitutions: Clock stops at 4:00 for substitutions, T. O's can be used for subs.

Scoring: No score kept

Defense: Man to man, wristbands determine who covers who

No press, no defense before top of key

No double team

Fouls: No fouls recorded or called, no free throws

No back court violation will be called No 3 seconds in the key violation No 5 second in-bound violation No 10 seconds in backcourt violation

No picks

All Leagues: Only a very short warm up period is available between games

Half Time is 3 minutes

2 timeouts per half (TO's do not carry over from halves' or into OT)

No Jewelry Shirts tucked in No sleeveless shirts Jersey must be worn

Teams must clean up their area after games

Each team must at least have 4 players to start the game

3rd Grade Boys and Girls

Rules Overview

The Community House operates the Jodie Harrison Basketball League as a recreational league designed to offer children instruction, personal fulfillment, and fun! These rules are intended not to intensify the competition level, but rather to improve the quality of play and offer all participants the opportunity to succeed. Any coach or parent who refuses to comply with the recreational nature of the league will be removed.

Hoops: 9 feet

Ball: Junior (27.5)

Clock: 8-minute quarters (running clock, except for last 2 minutes of half and game) No Overtime

Substitutions: Clock stops at 4:00 for substitutions, T. O's can be used for subs.

Scoring: Normal scoring, without 3 pointers

Defense: Man to man, wristbands determine who covers who

No press, no defense before top of key

Double team in key only

Fouls: No fouls recorded or called, no free throws

No back court violation will be called No 3 seconds in the key violation No 5 second in-bound violation No 10 seconds in backcourt violation

No picks

All Leagues: Only a very short warm up period is available between games

Half Time is 3 minutes

2 timeouts per half (TO's do not carry over from halves' or into OT)

No Jewelry Shirts tucked in No sleeveless shirts Jersey must be worn

Technical fouls count as team fouls

Teams must clean up their area after games

Each team must at least have 4 players to start the game

4th Grade Boys and Girls

Rules Overview

The Community House operates the Jodie Harrison Basketball League as a recreational league designed to offer children instruction, personal fulfillment, and fun! These rules are intended not to intensify the competition level, but rather to improve the quality of play and offer all participants the opportunity to succeed. Any coach or parent who refuses to comply with the recreational nature of the league will be removed.

Hoops: Boys - 10 feet Girls – 9 feet

Ball: Boys – Junior (27.5) Girls – Junior (27.5)

Clock: 8-minute quarters (running clock, except for last 2 minutes of half and game)

Overtime: First team to score or 2 min Max (Whichever comes first)

Substitutions: Clock stops at 4:00 for substitutions, T. O's can be used for subs.

Scoring: Normal scoring, including 3 pointers

Defense: Man to man required for first 4 games

Zones allowed (not required) last 4 games
No full court press, half court always allowed

Legal picks are allowed

Double teaming allowed in key only **EXCEPTION**: Once zones are allowed, double teaming

is allowed anywhere

Fouls: Fouls are recorded, foul out at 5 personal fouls

Free throws taken on shooting fouls and when in bonus (7th foul is bonus, 10th is double

bonus)

Back court violation will be called 3 seconds in the key violation 5 second in-bound violation 10 seconds in backcourt violation

All Leagues: Only a very short warm up period is available between games

Half Time is 3 minutes

2 timeouts per half (TO's do not carry over from halves' or into OT)

No Jewelry Shirts tucked in No sleeveless shirts Jersey must be worn

Technical fouls count as team fouls

Teams must clean up their area after games

Each team must at least have 4 players to start the game

5th & 6th Grade Boys and Girls

Rules Overview

The Community House operates the Jodie Harrison Basketball League as a recreational league designed to offer children instruction, personal fulfillment, and fun! These rules are intended not to intensify the competition level, but rather to improve the quality of play and offer all participants the opportunity to succeed. Any coach or parent who refuses to comply with the recreational nature of the league will be removed.

Hoops: 10 feet

Ball: Boys-Intermediate (28.5) Girls-Inter mediate (28.5)

Clock: 10-minute quarters (running clock, except for last 2 minutes of half and game) Overtime is 3

minutes (one running clock, 2 with normal stoppages, 1 TO)

NO DBL OT

Substitutions: Open substitutions are allowed

Scoring: Normal scoring, including 3 pointers

Defense: Man to man required for first 4 games

Zones allowed (not required) last 4 games

Full court press allowed ONLY during last 2 minutes of half/game (exception-a team leading by 15 or more may not press until lead is 6 or less, ALSO, a team losing by 10 or more may

press until deficit is less than 10) Half court press always allowed

Legal picks are allowed

Double teaming allowed in key only **EXCEPTION**: Once zones are allowed, double teaming

is allowed anywhere

Fouls: Fouls are recorded, foul out at 5 personal fouls

Free throws taken on shooting fouls and when in bonus (7th foul is bonus, 10th is double

bonus)

Back court violation will be called 3 seconds in the key violation 5 second in-bound violation 10 seconds in backcourt violation

Only a very short warm up period is available between games All Leagues:

Half Time is 3 minutes

2 timeouts per half (TO's do not carry over from halves' or into OT)

No Jewelry Shirts tucked in No sleeveless shirts Jersey must be worn

Technical fouls count as team fouls

Teams must clean up their area after games

Each team must at least have 4 players to start the game

7th & 8th Grade Boys

Rules Overview

The Community House operates the Jodie Harrison Basketball League as a recreational league designed to offer children instruction, personal fulfillment, and fun! These rules are intended not to intensify the competition level, but rather to improve the quality of play and offer all participants the opportunity to succeed. Any coach or parent who refuses to comply with the recreational nature of the league will be removed.

Hoops: 10 feet

Ball: Boys-Regulation (29.5) Girls-Intermediate (28.5)

Clock: 10-minute quarters (running clock, except for last 2 minutes of half and game) Overtime is 3

minutes (one running clock, 2 with normal stoppages, 1 TO) NO DBL OT

Substitutions: Open substitutions are allowed

Scoring: Normal scoring, including 3 pointers

Defense: Zones allowed (not required) all games

Full court press allowed ONLY during last 2 minutes of half/game (exception-a team leading by 15 or more may not press until lead is 6 or less, ALSO, a team losing by 10 or more may

press until lead is less than 10) Half court press always allowed

Legal picks are allowed Double teaming allowed

Fouls: Fouls are recorded, foul out at 5 personal fouls

Free throws taken on shooting fouls and when in bonus (7th foul is bonus, 10th is double

bonus)

Back court violation will be called 3 seconds in the key violation 5 second in-bound violation 10 seconds in backcourt violation

All Leagues: Only a very short warm up period is available between games

Half Time is 3 minutes

2 timeouts per half (TO's do not carry over from halves' or into OT)

No Jewelry Shirts tucked in No sleeveless shirts Jersey must be worn

Technical fouls count as team fouls

Teams must clean up their area after games

Each team must at least have 4 players to start the game

7th & 8th Grade Girls

Rules Overview

The Community House operates the Jodie Harrison Basketball League as a recreational league designed to offer children instruction, personal fulfillment, and fun! These rules are intended not to intensify the competition level, but rather to improve the quality of play and offer all participants the opportunity to succeed. Any coach or parent who refuses to comply with the recreational nature of the league will be removed.

Hoops: 10 feet

Ball: <u>Girls</u>-Intermediate (28.5)

Clock: 10-minute quarters (running clock, except for last 2 minutes of half and game) Overtime is 3

minutes (one running clock, 2 with normal stoppages, 1 TO) NO DBL OT

Players: 4 vs. 4

Each team must at least have 3 players to start the game

(This does not mean the other team has to play down to 3 vs. 3)

Substitutions: Open substitutions are allowed

Scoring: Normal scoring, including 3 pointers

Defense: Zones allowed (not required) all games

Full court press allowed ONLY during last 2 minutes of half/game (exception-a team leading by 15 or more may not press until lead is 6 or less, ALSO, a team losing by 10 or more may

press until lead is less than 10) Half court press always allowed

Legal picks are allowed Double teaming allowed

Fouls: Fouls are recorded, foul out at 5 personal fouls

Free throws taken on shooting fouls and when in bonus (7th foul is bonus, 10th is double

bonus)

Back court violation will be called 3 seconds in the key violation 5 second in-bound violation 10 seconds in backcourt violation

All Leagues: Only a very short warm up period is available between games

Half Time is 3 minutes

2 timeouts per half (TO's do not carry over from halves' or into OT)

No Jewelry Shirts tucked in No sleeveless shirts Jersey must be worn

Technical fouls count as team fouls

Teams must clean up their area after games

Playoffs

• Tiebreakers:

- o <u>2 Teams:</u>
 - Overall record
 - Head-to-head matchup
 - Overall points against for season
 - Coin Flip
- o 3 or more Teams
 - Overall Record
 - Head-to-head if even games played against exist for all teams involved (if one wins out, the remaining two teams revert to 2 team tie breaker rules)
 - Overall Points against for season
 - Coin flip