



# Fall Youth Basketball

## *K-6<sup>th</sup> Grade Leagues*

**REGISTRATION DATES:** (Everyone) July 30<sup>th</sup> – Oct 22<sup>nd</sup>

**NO LATE SIGN-UPS**

**SEASON BEGINS:** *November 1<sup>st</sup> – NEW START DATE*

**FEE:** (IF Residents) \$60 per player; \$54 without a jersey  
(Non-Residents) \$67 per player; \$61 without a jersey

*Games on Saturdays. **6 game season** (usually 1 game per week).*



**\*\*\*We are now taking individual registration\*\*\***

**VOLUNTEER COACHES WILL BE NEEDED FOR TEAMS THAT ARE FORMED FROM INDIVIDUAL REGISTRATIONS.**

**IF WE DON'T FIND A VOLUNTEER COACH, FOR THOSE TEAMS, INDIVIDUALS WILL BE REFUNDED AND WILL NOT PLAY.**

**\*\*\*NEW THIS YEAR\*\*\***

- **Players can choose to use their 2024 jersey and receive a \$6 discount for their registration fee.**
  - **Season Starts Saturday, November 1<sup>st</sup>**
- **There will be minimal conflict with the Grid Kid Football Program**
  - **New Co-ed 3v3 Kindergarten League!**
  - **New 1<sup>st</sup>-2<sup>nd</sup> and 3<sup>rd</sup>-4<sup>th</sup> Girls Leagues!**
  - **Teams can sign-up ONLINE**

### REGISTRATION INFORMATION

1. **DON'T WAIT UNTIL THE DEADLINE TO REGISTER. LEAGUE SPOTS FILL UP QUICKLY!**
2. **This is a Team Registration packet.** Individuals may sign up at the Rec Center or online and will be assigned to a team once registration ends.
3. **Resident vs. Non-Resident will be determined by a players verified address. To register as a Resident please follow the instructions on Page #3!**
4. Non-Resident players will still pay the Non-Resident fee even if they are a part of a majority IF Resident team.
5. **Rosters will be entered online into the scheduling software, [www.quickscores.com/idahofalls](http://www.quickscores.com/idahofalls). Give 2 to 3 days after registration to receive a QuickScores invite. Once the invite arrives, coaches may input their team rosters. Please fill out ALL information. (See page #4 for further details)**
6. Persons interested in becoming a head coach in the League shall complete a background check that is paid for by Parks and Rec. The background check must be completed before games start.
7. The Parks and Recreation reserves the right to add additional players to your team.
8. Coaches please collect all fees and bring them in with the roster and waivers at the same time. **Do not instruct your children to bring their payments in separately.**
9. Tax and jersey cost is included in the player fee.
10. A receipt will be provided for the number of players who pay their fees. This receipt will entitle you to the same number of jerseys for your team. No jerseys/hats for coaches.
11. Forms of payment include cash/card/check. Make checks payable to: City of Idaho Falls
12. If you are in need of additional players or would like to coach a team, call 208-612-8580. We have a waiting list of kids who don't have a team.
13. Individuals who register after the deadline with the coach's approval will be charged a \$10 late fee.

### Scholarships Available

**The David Piper Sports Scholarship** provides opportunities for individuals to participate in basketball programs offered by Idaho Falls Parks and Recreation for just \$10.

*\*Only one scholarship per participant per 12 month period*

Please visit: <https://www.idahofallsidaho.gov/1861/David-Piper-Basketball-Scholarship>

### IMPORTANT CLARIFICATIONS

- We will not permit the harassment of our officials. We reserve the right to cancel a game or remove people at any point if participants, parents, or coaches become aggressive (physically or verbally).
- IF Parks & Recreation jerseys are required to be worn for games. **No custom jerseys are allowed.**
- No special requests for game scheduling.
- We are unable to provide practice space for teams.
- A child may play up a grade; however, they may not play down.

## LEAGUES OFFERED:

- Leagues may be cancelled or combined if necessary due to a lack of registered teams.
- We require a minimum of 4 teams to run a league.
- All grades are recreational and prioritize safety, learning, and fun.
- We do not have standings, playoffs, or tournaments.
- Please set a positive example for our youth!
- If no referee is available for a game, a coach or parent will be in charge of refereeing the game. They can be compensated for refereeing if they fill out the proper paperwork. For more info call 208-612-8647.

**Kindergarten (co-ed)** - 16 teams maximum allowed

**1<sup>st</sup> Grade (boys)** - 16 teams maximum allowed

**2<sup>nd</sup> Grade (boys)** - 16 teams maximum allowed

**1<sup>st</sup> - 2<sup>nd</sup> (Girls)** - 16 teams maximum allowed

**3<sup>rd</sup> Grade (boys)** - 16 teams maximum allowed

**4<sup>th</sup> Grade (boys)** - 16 teams maximum allowed

**3<sup>rd</sup> - 4<sup>th</sup> Grade (Girls)** - 8 teams maximum allowed

**5<sup>th</sup> Grade (Girls)** - 8 teams maximum allowed

**5<sup>th</sup> Grade (Boys)** - 10 teams maximum allowed

**6<sup>th</sup> Grade (Girls)** - 10 teams maximum allowed

**6<sup>th</sup> Grade (Boys)** - 10 teams maximum allowed

### Gym Locations by League:

K-3<sup>rd</sup> Grade

Dora Erickson

Longfellow Elementary

Tie Breaker Elementary

4<sup>th</sup>-5<sup>th</sup> Grade

Navy Gym

Compass Academy

Eagle Rock


Taylorview

6<sup>th</sup> Grade

Idaho Falls Auxiliary

Eagle Rock

*Gym locations are subject to change.*



**IDAHO FALLS  
PARKS & REC**

**3 EASY STEPS TO  
VERIFY RESIDENCY\***

**1**

**VISIT A RECREATION LOCATION**

Ice Arena, Aquatic Center, Golf Course(s) or  
Recreation Center

**2**


**BRING PROOF**

You will need a copy of your current utility  
bill from IDAHO FALLS POWER (electronic is  
ok) **AND** a valid I.D. that matches the name  
on utility bill

**3**

**ACCOUNT MARKED**

We will mark your account as valid and your  
resident discount will be applied at any of  
our recreation locations when available



\*Verify Residency to receive discounted rates at City of Idaho Falls Parks and Recreation locations.  
Note: Not all programs, fees and items are discounted.

*Disclaimer: This process is ONLY for a discount at City of Idaho Falls Parks and Recreation locations. Other City departments may have a different process or need you to verify residency with them separately.*

# ROSTERS - QuickScores Team Registration Instructions



All rosters will be entered online into the scheduling software which is [www.quickscores.com/idahofalls](http://www.quickscores.com/idahofalls). Once the team's Coach receives an invite, you will be able to add your roster online.

**Instructions, are below.** If you have questions, contact [Nikolas](#) at 208-612-8647.

## Coaches Invite

You will receive an invite from QuickScores which will have the heading of **Idaho Falls Parks and Recreation**. If you don't see the email in your inbox, check your spam. If you are new to QuickScores you will need to create an account. You will need to fill out the following information

- Name
- Email address
- Create a password
- Phone number

It will ask you about "privacy settings". You choose what you want shown. The "Use league privacy settings" will show your name and phone number.

**VERY IMPORTANT**, At the bottom of this page, they will ask you to sign up for "Text Messaging". Please sign up for that. The software allows for me to email and text you. If you don't sign up for texting, you risk not receiving information in a timely manner.

## Adding Players to your roster

After you have logged in, across the blue ribbon click on the tab "Teams". On the "Options" page there is a "Manage Team Roster". You click on that tab. You are now on the roster page where you will enter:

- Player's name
- Mobile number
- Email

Once you have completed adding your players, you are going to:

- Click the white box just below the word "Actions"
- This will highlight all of your players with a check mark
- Once that is done, you are going to click on the "Notify Players" tab which will send your players an email to register for QuickScores and the players will need to click the "white box" to sign the waiver.

## Players

You will receive an invite from QuickScores which will have the heading of **Idaho Falls Parks and Recreation**. The email will tell you:

- You have been added to the following team
- It will give you the team name
- League you are signed up for
- A couple other details

Below those details it will say:

- Login and Complete Waiver on QuickScores. Click on this link. You will then need to:
- Create an account or log into your account
- Once you have created an account, it should take you to your dashboard where you will need to "Complete the waiver"

# **City of Idaho Falls**

## **Kindergarten Youth Basketball Rules**

### **General**

1. All games are played 3v3. Three (3) players are needed to begin the game.
2. All boys/girls must play in the game.
3. 8 ft Rim Height
4. Substitutions will be done halfway through each quarter.
5. A junior size ball (27.5) will be used
6. No abusive language or behavior to the players or officials. The officials are doing their best.
7. This league is for the kids to learn the game of basketball. You do not have to agree with our adaptations, but you do need to follow them.

### **Timing**

1. **Three (3) 12minute games will be played back to back with a 3minute break between each game** to rotate teams and courts, for a total of 36minutes of play time over a 45minute period
2. Teams will rotate in a rally style format, and play a total of 3 different teams each week.
3. Games need to begin on time. Please do not be late. If late, clock will start 5 minutes after scheduled game time and teams will play the remaining time once the game starts.

### **Violations**

1. No key will be called.
2. Violations in the Kindergarten League do not result in a turnover at the beginning of the season (team retains possession and does a throw in). As the season progresses, and players skills improve, violations will result in turnover.
3. No Stealing in the Kindergarten League, except on a pass.

### **Scoring**

1. Will not be kept in the Kindergarten League

### **Fouls**

1. Fouls will not be recorded in the Kindergarten League
2. Foul shots will not be shot in Kindergarten League
3. No Bonus

### **Defense**

1. Man to man defense only. No zone defense.
2. No double teaming. Double teaming will not be called if a player gets by his man and another defensive man steps up to help, however once original defender recovers help defense must return immediately to their player.

### **Free Throws**

1. Free Throws will not be attempted in the Kindergarten League

# 1<sup>st</sup> - 5<sup>th</sup> Grade Youth Basketball Rules

## General

1. All boys/girls must play in the game.
2. Rim heights-subject to change depending on where games are played.
3. 8 ft for 1<sup>st</sup> - 2<sup>nd</sup> grade.
4. 9 ft for 3<sup>rd</sup> grade.
5. 10ft for 4<sup>th</sup> - 5<sup>th</sup> grades.
6. Substitutions:
  - 1<sup>st</sup> - 3<sup>rd</sup> grade, substitutions will be done halfway through each quarter.
  - 4<sup>th</sup> - 6<sup>th</sup> grade substations must be done on dead ball.
7. A junior size (27.5) will be used for 1<sup>st</sup> - 3<sup>rd</sup> grade.
8. A girl's size (28.5) ball will be used 4<sup>th</sup> - 5<sup>th</sup> grade.
9. Four (4) players needed to begin the game.
10. Teams must play equal number of players if a team is short players. (4 on 4 or 3 on 3)
11. No abusive language or behavior to the players or officials. The officials are doing their best.
12. This league is for the kids to learn the game of basketball. You do not have to agree with our adaptations, but you do need to follow them.

## Timing

1. Four (4) eight (8) minute quarters. The clock will run continuously except the clock will stop on first free throw until the shooter has the ball then it will resume, this will eliminate wasted time while the kids get line up properly.
2. Three (3) minute halftime.
3. Two (2), one-minute timeouts per half
4. Games need to begin on time. Please do not be late. If late, clock will start 5 minutes after scheduled game time and teams will play the remaining time once game starts.
5. If one or both teams are not ready to play ten (10) minutes from the original game start time, then a forfeit will be called.
6. Clock stops last two minutes of fourth quarter unless lead is 10 points or greater for grades 4<sup>th</sup> - 6<sup>th</sup>.
7. Clock stops 4 minutes into each quarter for 1<sup>st</sup> - 3<sup>rd</sup> grade for quick substitutions.

**THIS IS NOT A TIME OUT.** Game will be started again immediately.

## Violations

1. No key will be called.
2. No back court will be called.
3. No ten second line is used. (Referee will prevent stalling).
4. No full court press allowed; defense can pick up their man at half court.
5. Violations in grades 1<sup>st</sup> - 2<sup>nd</sup> do not result in a turnover at the beginning of the season (team retains possession and does a throw in). As the season progresses, and players skills improve, violations will result in turnover.
6. No Stealing in 1<sup>st</sup> - 3<sup>rd</sup> grades, except on a pass.

## Scoring

1. Will not be kept 1<sup>st</sup> - 3<sup>rd</sup> grades, Will be kept 4<sup>th</sup> - 6<sup>th</sup> grades.
2. Score will not be displayed on the clock when point difference is greater than 15 but will be updated at the scorer's table by the score keeper.

## Fouls

1. Fouls will not be recorded in 1<sup>st</sup> - 3<sup>rd</sup> grades
2. Foul shots will not be shot in 1<sup>st</sup> - 3<sup>rd</sup> grades
3. Player fouls will be recorded in 4<sup>th</sup> - 6<sup>th</sup> grades
4. Player fouls out after 5th foul in 4<sup>th</sup> - 6<sup>th</sup> grades
5. No Bonus

## **Defense**

1. Man to man defense only. No zone defense.
2. No double teaming. Double teaming will not be called if a player gets by his man and another defensive man steps up to help, however once original defender recovers help defense must return immediately to their player.
3. When a player dribbles next to their own teammate and causes another defender to be "within reach" then the "in reach defender" may steal the ball in 4<sup>th</sup> - 6<sup>th</sup> grade if he/she can do so without taking a step in any direction to steal the ball.

## **Free Throws**

1. Free Throws will not be attempted in 1<sup>st</sup> - 3<sup>rd</sup> grades.
2. Shooters must start from behind the line. If a shooter crosses the free throw line a violation **will not** be called.
3. Players in free throw spaces must remain in space until the ball is released, the shooter and all players behind the three-point line must wait until ball hits the rim.
4. Rules may be added or changed at any time, if necessary.

# **6<sup>th</sup> Grade Basketball League Rules**

## **Follow High School Basketball rules with the following adaptations:**

1. All Players must play in the game regardless of skill or ability.
2. 4 eight-minute quarters with a running clock, clock will stop on first free throw until the shooter has the ball then it will resume, this will eliminate wasted time while the kids get line up properly.
3. Half time is 3 minutes.
4. 4 players needed to begin game.
5. No Bonus.
6. Any defense.
7. Double team is **not** allowed if lead is **more** than 10 points.
8. Full court press is **not** allowed if team is up by **more** than 10, must pick up man at half court.
9. Clock stops last two minutes of 4<sup>th</sup> quarter if lead is 10 points or less.
10. 2-one minute time outs per half.
11. Score is not displayed if lead is 15 points or more but is updated in books.
12. A girl's size ball 28.5 will be supplied. If both coaches agree, a full size 29.5 ball may be used.
13. One three-minute overtime period may be played, **unless games are behind scheduled start times**. No timeouts may be called.
14. Game will begin on time so please do not be late. If one or both teams are late the game clock will start after five minutes and teams will play remaining time. Remaining quarters will be shortened if necessary, to remain on time.
15. If one or both teams are not ready to play ten (10) minutes from the original game start time, then a forfeit will be called.
16. This league is for the kids to learn the game of basketball. You do not have to agree with our adaptations, but you do need to follow them.