



Division III Competitive Basketball Rules

*We will use Utah High School Basketball Rule Book unless noted below

REGULATIONS

- A. Game Balls
 - a. 7th grade Leagues will use an Official sized game ball (29.5)
 - b. 4th-6th grade Leagues will use an Intermediate sized game ball (28.5)
- B. All teams will play a minimum of 7 regular season games. NO POST-SEASON TOURNAMENT. The team with the best winning percentage will be League Champions.
 - a. Ties in standings broken by: Head-to-Head, Average Point Differential (20 point maximum), Average Points Against
- C. **Player Eligibility**
 - a. Players may only play on one team per division. If players are caught playing on two teams in a division, those teams will forfeit all games in which the player entered the game.
- D. **Rosters**
 - a. Team rosters must be submitted by Head Coaches through QuickScores.com. Parent/guardians are required to agree to our online waiver form.
 - b. Rosters/waivers must be submitted BEFORE players can participate in league games.
 - c. If a parent/legal guardian has not signed the online waiver, the player is considered an illegal player. If team does not have enough legal players present at game time, team will forfeit. Playing of illegal players (not on roster/no guardian waiver/wrong grade) may result in forfeit.
 - d. No roster changes are allowed after 2nd game without league director approval.
- E. **Official Protest**
 - a. Judgment calls cannot be protested.
 - b. Must be made by the HEAD coach.
 - c. Pay a \$50 dollar fee due with your completed protest form.
 - d. Turn in a completed protest form via email to Cydneeclarke@ogdencity.com or turn in to the Recreation Office within one (1) full business day following the game in question.
 - e. **If an official roster protest is made**
 - i. Accused team(s) will have 48 Hours to provide proof of current grade to league Recreation Supervisor. Players must play in same grade or below league division by the 2022/2023 school year.
- F. **Jerseys**
 - a. Each team is required to provide reversible jerseys with numbers. Home team will wear white (light) colored jersey. Visiting team will wear dark colored jersey.
 - b. No shorts with pockets
 - c. Jerseys must be tucked in

PLAYING RULES

Any team that no-shows a scheduled game will be required to pay a \$60 dollar forfeit fee prior to your next scheduled game. Forfeit notifications without a fee can be made until 1:00 pm of that same day.

- A. **Game Time**
 - a. Game-time is considered forfeit time. Teams may start the game with 4 players.
 - b. Games will consist of two 18-minute halves.
 - c. The clock will stop on all free throws, time-outs, and injuries.
 - d. The clock will stop on all whistles in the last two (2) minutes of each half
 - e. Half-time: 2 minutes.
 - f. EXCEPTIONS IN THE SECOND HALF ONLY
 - i. If lead is greater than 20 points the clock will only stop on time-outs or injury time-outs.
- B. **Time Outs**
 - a. Each team is allowed two (2) time-outs per half.
 - b. You cannot carry over unused time-outs between halves.
 - c. Each team is allowed one (1) time-out in overtime period.
 - d. All time-outs will be 30 seconds in length.



C. Overtime

- a. If necessary, one (1) overtime period will be played beginning with a jump ball.
- b. The overtime period will be three (3) minutes
- c. Clock will stop on all whistles during the final minute.
- d. If game is tied after the allotted overtime period a tie will be declared.

D. Coaches

- a. Two (2) coaches will be allowed on the bench.
- b. Only the head coach may stand while the game is in progress.
- c. If two (2) coaches are up off the bench coaching and complaining to officials, a technical foul may be called.
- d. No parent may step in and or coach once the game has begun on either side of the gym.

E. Technical Fouls:

- a. An official or staff may issue a technical foul, without warning, at any time. A technical foul(s) may be issued to any player, coach, or spectator for conduct which, in the opinion of the official and staff members, is detrimental to the game.
- b. Any offender may be ejected for committing only one unsportsmanlike act in the opinion of the official.
- c. A technical foul shall be issued and assessed for unsportsmanlike tactics such as, but not limited to:
 - i. Disrespectfully addressing an official.
 - ii. Physically contacting an official.
 - iii. Overt actions indicating resentment to a call or no-call.
 - iv. Use of profanity towards players, opposing teams, fans, officials, or staff.
 - v. A coach entering the court without permission of an official.
 - vi. If a coach (head or assistant) is given a technical foul, ALL coaches must remain sitting, The offending coach will no longer be allowed to verbally coach player or communicate to the officials. The second coach is permitted to coach players however not stand.
 - vii. Cursing or blasphemy towards an official shall not be considered the only cause for imposing a first technical foul but can be combined for a second and will result in an ejection. Running tirades, continuous criticism or griping may be sufficient cause to assess a technical.
 - viii. If a technical foul is called on a player, they are required to sit out 5 minutes of game play (cool down period).
 - ix. A 2nd technical (coach or player) will result in an ejection
 - x. Ejections will result in immediate suspension from the current game and the next scheduled game (minimum). This will be enforced for players, coaches, and spectators.
 - xi. Spectators can cause a team to receive a bench technical. This bench technical also applies as a coach technical. For coach technical please refer to rule vii.
 - xii. Anyone ejected from the gym by official OR Ogden City Staff is required to leave immediately and shall not re-enter the gym or facility at any time including after completion of game. Refusal to leave will result in game stoppage and possible forfeit for current and future games.

ANY VERBAL ABUSE TO THE OFFICIALS WILL RESULT IN TECHNICAL BEING CALLED AND POSSIBLE EXPELSION FROM THE LEAGUE

League Recreation Supervisor has absolute power to enforce or negate any suspensions.

**Our goal is to provide a positive experience for the players.
Teach Good Sportsmanship,
Have Fun and Play Fair**