

COMMUNITY HOUSE YOUTH BASKETBALL LEAGUE

Rules of Play

1. All players on each team are to play an equal amount of time each game. (If a player is not playing for disciplinary reasons or injury, notify supervisor and inform the opposing coach and referee).
2. Game Length: Two 15-minute halves (continuous running time), with a 1-minute official time-out at the 5 and 10 minute mark each half for substitutions. Players may only be substituted during official time-outs. Any other substitutions must be arranged prior to the game with referees, coaches, and timekeepers. Half time will be 5 minutes long. There is no overtime.
3. Score will not be kept for first and second grade.
4. No jump ball. Alternate possession.
5. Out of bounds: Inside edge of solid green line. Ball stays in play when contacting edge of backboard. Players must maintain a three foot separation when in-bounding the ball.
6. One time-out per half (non-accumulative) will be allowed in addition to the two official time-outs each half. The team that has possession going into the time out maintains possession when play resumes. *Players may not be substituted during time-outs.*
7. Defense: Strict half court man-to-man. No help is allowed. No full court pressure. Hands must be up on defense, no “hacking”, “swatting”, or attempting to steal a ball physically from another player’s hands (1st & 2nd grade).
8. Free Throws: Free throws will only be taken for shooting fouls. Two shots will be taken and the clock will stop only while the players are lining up. NOTE: 1st graders shoot from the line nearest to the basket. Players may move along baseline, after basket has been made, to put ball back into play.
9. Non-Violations:
 - No 10-second violation.
 - No 3-second violation.
 - No back court violation.

Violations:

- Double dribble
- Traveling
- Stalling (referee’s discretion; ball must be advanced for a shot).
- Moving picks

On non-shooting fouls and other violations, a player will put the ball back in play at the point of the infraction from the team that was fouled. The Referee will hand the ball to the player. The player must pass the ball (without moving) to one of his/her teammates to re-start the play. Players must maintain a three foot separation when in-bounding the ball.

If a player is fouled, in the act of shooting, the basket will count and then be given one free throw opportunity.

10. Intentional fouls will be called at the discretion of the referee. A player committing an intentional foul must be substituted with another player.
11. Forfeits:
 1. Failure to start or finish a game with at least four players.
 2. Failure to have enough players to begin a game within 15 minutes of the scheduled starting time.
 3. Failure to wear current year team-issued jersey.
12. At half time, each player on a team will take one shot from their respective free-throw line at their basket, with total shots equal to the number of players on the team. Third graders made shots will count toward the overall score of the game, for their team.