



YMCA of Central Stark County BASKETBALL RULES KINDERGARTEN

1. Game Time
 - a. Games are scheduled every hour
 - b. Please arrive no more than 15 minutes before your scheduled game time
 - c. Game consists of (4) 8-minute quarters with a running clock (except for timeouts) and at officials' discretion.
 - d. 3 minutes warm up before the game
 - e. Clock will stop at 4 minutes in each quarter for subs (this is not a timeout). Coaches should sub quickly to keep game moving
 - f. Each coach will get (2) 30 second timeouts per half
 - g. A tie may occur at the end of the 4th quarter, only during the regular season
 - h. **Scoreboard will not reflect more than a 15-point difference**
 - i. **No formal records will be kept**
2. Rules
 - a. Position will be decided on a coin flip between coaches before the game.
 - b. Coaches will be given substitution rotation patterns that must be followed. Substitution Patterns must be turned in to the scorekeeper at the start of each game.
 - c. **Game will be played 4v4**
 - d. Players must rotate positions throughout the season
 - e. Hoops are set at 8ft
 - f. Junior size basketball (27.5)
 - g. All players with glasses must wear safety straps
 - h. All jewelry must be removed
 - i. No stealing is allowed when a player has possession or on throw-ins away from the basket
 - j. Players can only steal a pass and not the dribble (Referee will make the judgement of possession)
 - k. Defense does not begin until offense passes half court
 - l. TRAVELING & DOUBLE DRIBBLE: Violations called at the official's discretion. Officials will enforce violations on a sliding scale, subjectively by individual player's ability.
 - m. Man-to-man defense is required
 - n. Double teaming is not allowed
 - o. No foul shots will be taken on penalties. Sideline out of bounds play will be granted in the case of fouls normally resulting in free throw shots.
 - p. Inbound pass must be away from the basket
 - q. When a foul occurs play will stop but no individual fouls will be tracked
 - r. A maximum deficit of 15 points will be shown on the scoreboard
 - s. If a player shoots and makes a shot behind the three-point arc, only two points will be awarded.
3. Coaches
 - a. Coaches must remind players and parents of times for practices/games and provide parents with all information that is handed out throughout the season.
 - b. Head coaches will only address the officials
 - c. Coaches may be on the court with athletes but must stay on the sidelines or baselines
 - d. Please set a positive example for the players by showing good sportsmanship regardless of calls and/or situations
 - e. Participation and fun emphasized!
4. Officials
 - a. Violations will be called at the discretion of the staff referees, with the goal of balancing "flow" to the contest, while maximizing opportunities for players to learn. All called violations should be treated as instructional opportunities.
 - b. Referees will do their best to officiate on the skill level of the players
 - c. All copies of league rules, schedules, and rosters will be located at the scorer's table
 - d. Scoreboard Staff will help keep the game schedule on time



YMCA of Central Stark County
BASKETBALL RULES
1st & 2nd GRADE

1. Game Time

- a. Games are scheduled every hour
- b. Please arrive no more than 15 minutes before your scheduled game time
- c. Game consists of (4) 8-minute quarters with a running clock (except for timeouts)
- d. 3 minutes warm up before the game
- e. Clock will stop at 4 minutes in each quarter for subs (this is not a timeout). Coaches should sub quickly to keep the game moving
- f. Clock will stop the last 2 minutes of the fourth quarter on the referee's whistle
- g. Each coach will get (2) 30 second timeouts per half
- h. A tie may occur at the end of the 4th quarter, only during the regular season
- i. Post Season there will be one 2-minute overtime. Teams will have one 30-second time-out in overtime.
 - i. If a 2nd overtime is needed it will be considered sudden death (first team to score)
- j. Scoreboard will not reflect more than a 15-point difference
- k. In the event a team only has 4 available players, the game will be played 4 v 4. Less than 4 players will result in a forfeit.
 - i. Teams will have a 10-minute grace period to allow players to arrive

2. Rules

- a. Jump ball will start each game
- b. Coaches will be given substitution rotation patterns that must be followed. Substitution Patterns must be turned in to the scorekeeper at the start of each game.
- c. Players must rotate positions throughout the season
- d. Hoops are set at 8ft
- e. Junior size basketball (27.5)
- f. All players with glasses must wear safety straps
- g. All jewelry must be removed
- h. No stealing is allowed when player has possession or on throw-ins away from the basket
- i. Players can only steal a pass and not the dribble (Referee will make the judgement of possession)
- j. Defense does not begin until offense passes half court
- k. Man-to-man defense is required
- l. Double teaming is not allowed
- m. No foul shots will be taken on penalties
- n. Inbound pass must be away from the basket
- o. When a foul occurs play will stop but no individual fouls will be tracked
- p. If a player is fouled in the act of shooting one point will be awarded and the ball will be awarded to the other team.
- q. A maximum deficit of 15 points will be shown on the scoreboard
- r. If a player shoots and makes a shot behind the three-point arc, only two points will be awarded.

3. Coaches

- a. Coaches must remind players and parents of times for practices/games and provide parents all information that is handed out throughout the season.
- b. Head coaches only will address the officials
- c. Coaches may be on the court with athletes but must stay on the sidelines or baselines
- d. Please set a positive example for the players by showing good sportsmanship regardless of calls and/or situations
- e. Participation and fun emphasized!

4. Officials

- a. Calls will be in accordance with the rules of basketball as interpreted by the officials
- b. Referees will do their best to officiate on the skill level of the players
- c. All copies of league rules, schedules, and rosters will be located at the scorer's table
- d. Scoreboard Staff will help keep the game schedule on time



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FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY



YMCA of Central Stark County
BASKETBALL RULES
3rd & 4th GRADE

1. Game Time

- a. Games are scheduled every hour
- b. Please arrive no more than 15 minutes before your scheduled game time.
- c. Game consists of four 8-minute quarters with a running clock (except for timeouts)
- d. Clock will stop at 4-minute mark for substitutions (this is not a timeout). Coaches should sub quickly to keep game moving
- e. Clock will stop the last two minutes of each half on every whistle (Clock will not stop if a team is winning by 15 or more points)
- f. Each coach will get (2) 30 second timeouts per half
- g. Half time is 2 minutes long
- h. A tie may occur at the end of the 4th quarter, only during the regular season
- i. Post Season there will be one 2-minute overtime. Teams will have one 30-second time-out in overtime.
 - i. If a 2nd overtime is needed it will be considered sudden death (first team to score)
- j. Scoreboard will not reflect more than a 15-point difference
- k. In the event a team only has 4 available players, the game will be played 4 v 4. Less than 4 players will result in a forfeit.
 - i. Teams will have a 10-minute grace period to allow players to arrive

2. Rules

- a. Jump ball will start each game
- b. Coaches will be given substitution rotation patterns that must be followed. Substitution Patterns must be turned in to the scorekeeper at the start of each game.
- c. Players must rotate positions throughout the season
- d. Hoops are 10ft
- e. Intermediate Size Basketballs (28.5)
- f. All players with glasses must wear safety straps
- g. Jewelry must be removed to play
- h. Stealing is allowed off the dribble and the pass
- i. Man-to-man defense is required
- j. Defense does not begin until offense passes half court
- k. Full court press is not allowed
- l. Player is fouled out at 6 fouls
- m. Team fouls accumulated by half for bonus/double bonus free throws (7 team fouls= 1and1, 10 team fouls=2 shots)
- n. Shooting Fouls: (1) point and (1) shot will be awarded to the shooter for a foul 'in the act of shooting' a 2-point shot. o (2) points and (1) shot will be awarded to the shooter who was fouled 'in the act of shooting' a 3-point shot.
- o. If a player is fouled 'in the act of shooting' and makes a two-point basket, (3) points will be awarded automatically, and the ball will go the other way.
- p. If a player is fouled 'in the act of shooting' and makes a three-point basket, (4) points will be awarded automatically, and the ball will go the other way.
- q. Double teaming is not permitted. A player may "help defense" only in the paint. Double teaming violations are at the discretion of the official.
- r. Only allowed 5 seconds in the key

3. Coaches

- a. Coaches must remind parents and players of game/practice times and provide parents all information that is handed out throughout the season.
- b. Head Coaches only address officials



- c. Please set a positive example for the players by showing good sportsmanship regardless of calls and/or situations
 - d. Participation and fun emphasized!
4. Officials
- a. Calls will be in accordance with the rules of basketball as interpreted by the officials
 - b. Referees will do their best to officiate on the skill level of the players
 - c. All copies of league rules, game schedules, and team rosters will be located at the scorer's table
 - d. Scoreboard Staff will help keep the game schedule on time



YMCA of Central Stark County
BASKETBALL RULES
5th & 6th GRADE

1. Game Time
 - a. Games are scheduled every hour
 - b. Please arrive no more than 15 minutes before your scheduled game time
 - c. Game consists of four 8-minute quarters with a running clock (except for timeouts)
 - d. Clock will stop at 4-minute mark for substitutions (this is not a timeout)
 - e. Clock will stop the last two minutes of each half on every whistle (Clock will not stop if a team is winning by 15 or more points)
 - f. 1st Half Defense: Begins at half-court, man-to-man
 - g. 2nd Half Defense: Teams may press full-court, man-to-man If a team is up 15 points or more, they may not press.
 - h. Each coach will get (2) 30 second timeouts per half
 - i. Half time is 2 minutes long
 - j. A tie may occur at the end of the 4th quarter, only during the regular season
 - k. Post Season there will be one 2-minute overtime. Substitution Patterns do not need to be followed for overtime. Teams will have one 30-second time-out in overtime.
 - i. If a 2nd overtime is needed it will be considered sudden death (first team to score)
 - l. In the event a team only has 4 available players, the game will be played 4 v 4. Less than 4 players will result in a forfeit.
 - i. Teams will have a 10-minute grace period to allow players to arrive
2. Rules
 - a. Jump ball will start each game
 - b. Coaches will be given substitution rotation patterns that must be followed. Substitution Patterns must be turned in to the scorekeeper at the start of each game.
 - c. Players must rotate positions throughout the season
 - d. Defense does not begin until offense passes half court
 - e. Hoops are 10ft
 - f. Intermediate Size Basketballs (28.5)
 - g. All players with glasses must wear safety straps
 - h. Jewelry must be removed to play
 - i. Stealing is allowed off the dribble and the pass
 - j. Man-to-man defense is required
 - k. Full court press is not allowed in the first half. Full court press is permitted in the second half. If a team is ahead by 15 points, that team may not press.
 - l. Player is fouled out at 6 fouls
 - m. Team fouls accumulated by half for bonus/double bonus free throws (7 team fouls= 1and1, 10 team fouls=2shots). No points given, all must be shot
 - n. Shooting Fouls: (1) point and (1) shot will be awarded to the shooter for a foul 'in the act of shooting' a 2-point shot. o (2) points and (1) shot will be awarded to the shooter who was fouled 'in the act of shooting' a 3-point shot.
 - o. If a player is fouled 'in the act of shooting' and makes a two-point basket, (3) points will be awarded automatically, and the ball will go the other way.
 - p. If a player is fouled 'in the act of shooting' and makes a three-point basket, (4) points will be awarded automatically, and the ball will go the other way.
 - q. Double teaming is not permitted in the back court. A player may "help defense" only in the paint. Double teaming violations are at the discretion of the official.
 - r. Only allowed 5 seconds in the key
3. Coaches
 - a. Coaches must remind players and parents of times for practices/games and provide parents all information that is handed out throughout the season



- b. Head Coaches only address officials
 - c. Please set a positive example for the players by showing good sportsmanship regardless of calls and/or situations
 - d. Participation and fun emphasized!
4. Officials
- a. Calls will be in accordance with the rules of basketball as interpreted by the officials
 - b. Referees will do their best to officiate on the skill level of the players
 - c. All copies of league rules, game schedules, and team rosters will be located at the scorer's table
 - d. Scoreboard Staff will help keep the game schedule on time



YMCA of Central Stark County
BASKETBALL RULES
7th & 8th GRADE

Ohio High School Rules apply **except** the following:

1. Rules
 - a. YMCA League jersey must be worn to play
 - b. All players with glasses must wear safety straps to play
 - c. Jewelry must be removed to play
 - d. Full court press is **not** allowed in the first half. Full court press **is permitted** in the second half. If a team is ahead by 15 points, that team may not press.
 - e. Teams may play man-to-man or zone defense starting at the half court line
2. Game Time
 - a. Games consist of four, eight-minute quarters with a running clock
 - b. Clock will stop the last two minutes of each half on every whistle
 - c. 2-minute overtime with clock stopping on every whistle
 - d. Two 30 second time-outs per half
 - e. Half time is 3 minutes
 - f. If the game results in a tie at the end of regulation a 2-minute overtime (up to two) will be played. Teams will have one 30-second time-out per overtime period.
 - i. If a 3rd overtime is needed it will be considered sudden death (first team to score)
 - g. In the event a team only has 4 available players, the game will be played 4 v 4. Less than 4 players will result in a forfeit.
 - i. Teams will have a 10-minute grace period to allow players to arrive
3. Coaches
 - a. Players must play equal time (as much as possible) for each game they attend, provided they attend practice on a regular basis. Substitutions will be made on dead balls.
 - b. Please remind players and parents of times for practices and games throughout the season
 - c. Please be responsible for educating players about character values and the game of basketball
 - d. Please set a positive example for the players by showing good sportsmanship regardless of calls and/or situations
 - e. Participation and fun emphasized!
4. Penalties
 - a. Player is out of game after 5 fouls.
 - b. Team fouls by half: 7 team fouls=bonus. 10 team fouls=double bonus.
 - c. Foul shots are taken on all shooting penalties.
 - d. Any player or coach ejected from a game for any reason will be reprimanded and will have to report to the league director regarding our 6 pillars and good sportsmanship policy.
 - e. Please remember the 6 pillars before, during, and after each game (Trustworthiness, Respect, Responsibility, Fairness, Caring, & Citizenship).
 - f. All final decisions are decided by YMCA Directors.
5. Officials
 - a. Calls will be in accordance with the rules of basketball as interpreted by the officials
 - b. Officials should understand the nature of league
 - c. Official's calls are final