

# GIRLS YOUTH BASKETBALL PROGRAM

## RULES

### 1. ORGANIZATION

The girls 4th-6th grade league consists of several Portage County communities working together to form a semi-travel league with the understanding this is a instructional league for girls to learn the fundamentals of basketball. Under the direction of Kent Parks and Recreation Dept., the dept works closely with the other communities to form a league that best fits the practice of achieving a quality basketball program

**ALL COACHES MUST HAVE A FIRST AID KIT AVAILABLE AT ALL PRACTICES AND GAMES!!**

### 2. ROSTERS

- a. Rosters will be determined by the coaches and will be turned into Kent Parks and Recreation Dept the first day of games to the coordinator of the league as well as signed waivers by each parent/guardian of that team. While it is the intent to produce equitable teams, this cannot be guaranteed.
- b. Players signing up late will be put on a roster only if there is room on that team's roster.
- c. Rosters will be kept in the scorer's book on scoresheets at all games.

### 3. FORFEITS

Teams must have four eligible players to start a game. SCHEDULED GAME TIME IS FORFEIT TIME. THERE WILL BE NO GRACE PERIOD.

### 4. FACILITY USAGE

Games will be held at Stanton Middle School, Davey Elementary School and the Kent State University Gym Annex.

1. It is the responsibility of the coach to make sure all trash and equipment is not left behind in the gymnasium. The Gym should look the same way when you leave as when you arrived.
2. Coaches must read to all parents building usage form provided by the Kent City Schools.

### 5. COACHES:

- a. There will be only two adult coaches permitted on the benches during game time unless prior approval granted to a team with more than two coaches. There shall be **no others** sitting with or near the benches of the players.
- b. All Coaches should have a shirt that distinguishes them as the coach of that team. Be Positive in your actions towards the children, parents, and referee's.

## 6. LOCAL PLAYING RULES

- a. Games will consist 2-20 minute halves with 3 minutes after the first half. The clock will run non **stop except for the last 2 minutes of each half and will stop** for all things ordinarily stopping the clock, i.e. out of bounds, fouls, etc.
- b. An overtime period will last two minutes **non-stop**, with one timeout per team. Additional overtimes will go into sudden death. Time constraints constitute this rule.
- c. Only two timeouts per team per half. No timeouts will be carried over into the next half or overtime.
- d. Teams will shoot one and one at the seventh team foul each half.
- e. Coaches and players:  
There will be no fighting permitted. If someone is tossed out of a game due to technical fouls, will result in ejection from the game -- no exceptions and a one game suspension for the next scheduled game.  
Anyone physically or verbally abusing referees or staff will be ejected from the program.
- f. Spectators/parents must stay in the stands. Any spectator who verbally abuses the game officials will be banned from further games and immediately ejected from the premises.
- g. There will be no smoking in any of the buildings. Failure to comply with this could result in loss of gym privileges.
- h. **DEFENSE:**  
**4<sup>th</sup> Grade:** Man to Man defense only! No Full Court Press.  
**5th Grade:** Man to Man defense only! Full Court Press in second half only.  
**6<sup>th</sup> Grade:** Man to Man defense with Zone Defense permitted in 2nd half only. Full Court Press in second half only.  
**Mercy Rule:** Only in second half: If a team is winning by 15 points – no full court defense permitted. (applies to 5<sup>th</sup> – 6<sup>th</sup> grade teams only)
- i. **OFFENSE:**  
Coaches must do their best to have all players have equal playing time.  
All other playing rules are OHSAA Rules.