

2017 COMSTOCK YOUTH BASKETBALL

Rules of Play

CONDUCT

- Players who commit a flagrant (overly aggressive foul that results in injury) will be ejected for rest of that game and the next.
- Players who argue with the official will be penalized with a technical foul. Two “Ts” and the player will be ejected for the rest of that game and the next. Technical fouls include the use of inappropriate language.
- Unruly parents who are asked by a league or game official to refrain from yelling at officials or whose behavior is disruptive to the Comstock YBL’s goals of teaching good sportsmanship will be asked to refrain from doing so. If the parent refuses or does not comply, the parent will be asked to leave the premises. Failure to do so will result in that parent’s child being removed from the league, and the game will not continue until the parent has left the premises. The game is forfeited if the parent still will not leave.
- Coaches who use profanity during a game will be ejected for the rest of that game and the next.
- Coaches who excessively argue with the official will be penalized with a technical foul. Two “Ts” and the coach will be ejected for the rest of that game and the next.
- Each team must have a designated person—not a coach or asst. coach—who is responsible for ensuring that people are following the established Rules of Conduct. The designated person should inform the age group coordinator or his/her team’s coach if a problem exists.

3rd/4th Grade Division

1. Play with a junior size ball (28.5); basket height is 9’.
2. **Score is kept in all scheduled games.**
3. The intent of the league is to have no more than 10 players per team, if practical.
4. As much as practical, all players should play an equal amount of time in each game. If a ten person roster, than each player should play in two quarters of each game, or you can divide each 10 minute quarter in half.
5. Games are four 10 minute running time quarters.
6. **The start of each quarter begins with a center-court jump ball, hopefully between different players each quarter.**
7. All teams must play man-to-man defense and must remain defending their designated player. Hands/arms must be straight out at sides and cannot be wrapped around the player with the ball.
8. Defensive players may not pick up their designated offensive player until that player is within the 3-point shooting circle.
9. **Defensive players may not steal passes unless they are errant passes not headed in the direction of their teammate.**
10. **Defensive players may not steal the ball from the player dribbling the ball.**

11. **If attempting to block a shot, a defensive player must put their hand(s) straight up above their heads and cannot extend their arm(s) toward the shooter.**
12. Once the defensive team secures the rebound, the offensive team must immediately head to the other end of the court.
13. No backcourt defense is permitted
14. **After the first round of play, three seconds in the key, traveling, and double dribbles should be called.**
15. **After the first round of games is completed, teams will play at least one half of the game allowing passes to be stolen and shots to be blocked; however, balls cannot be stolen off of the dribble.**

5th/6th Grade Division

1. **Play with a regulation size ball.**
2. All games are played in the Main Gym, with the Multi-Purpose Room being available for practices.
3. **The basic rules of high school basketball apply.**
4. Each team will be responsible for supplying at least one league-trained official scorekeeper. Comstock YBL will provide training for designated scorekeepers.
5. **The League will make every effort to hire and pay qualified people to officiate each game. Any experienced coach who wishes to officiate will be provided training. If possible, 5th/6th grade coaches will not officiate in their own age group.**
6. Score is kept for all games, with the designated Home Team responsible for providing the official scorer; however, both teams should provide an official scorer.
7. The intent of the league is to have no more than 10 players per team, if practical.
8. **As much as practical, all players should play an equal amount of time in each game. If a ten person roster, then each player should play in two quarters of each game, or you can divide each 10 minute quarter in half.**
9. Substitutions may only occur during dead ball situations, including during timeouts and the beginning of a new quarter.
10. Games are four 10 minute running time quarters. The only time the clock stops is during time outs or during the last two minutes of each half on all dead balls if the score of the game is within twenty points.
11. Each team has two, 60-second timeouts per half. Unused timeouts do not carry over to the second half.
12. Players are allowed *five* personal fouls before fouling out of the game.
13. Players fouled in the act of shooting get two free throws.
14. Non-shooting fouls prior to the last two minutes of the game will result in the ball being taken out of bounds until the team committing the foul has a total of six team fouls in a half. On the seventh team foul in a half and beyond, the player fouled will get a one-and-one attempt. On the tenth team foul in a half, the player fouled with shoot two free throws.
15. Players who commit a flagrant (overly aggressive foul that results in injury) will be ejected for rest of that game and the next.
16. Players who argue with the official will be penalized with a technical foul. Two "Ts" and the player will be ejected for the rest of that game and the next. Technical fouls include the use of inappropriate language.
17. **Teams may choose to play man-to-man or zone defense. Stealing the ball off the dribble or pass is legal. Switching on picks is permissible. Defensive players may also collapse/help on an offensive player driving to the basket.**

18. **Defensive players may play full-court defense, unless one of the teams is ahead by more than 20 points.**
19. The team with possession of the ball has 10 seconds to get the ball into the frontcourt.
20. Three seconds in the key is enforced.
21. If a team has a lead of 20 points or more, that team's top scorers may not score points until the score is closer than 20 points. A top scorer is considered someone who has at least 15 points in the game.
22. If an overtime period is required, that period will be for one minute. Team fouls and timeouts remaining carry over into the overtime period. One minute overtime periods will continue until one team is ahead.
23. All teams enter the playoffs. Seeding is determined based on league standing. If two or more teams have identical records, the results of head-to-head match-ups will determine the seed positions. If teams split their meetings, then the team with the best point percentage (difference in total points for and against) will be the higher seed. Overtime periods in playoff games will be three minutes.

7th/8th Grade Division

1. Play with a regulation size ball.
2. All games are played in the Main Gym, with the Multi-Purpose Room being available for practices.
3. The basic rules of high school basketball apply.
4. Each team will be responsible for supplying at least one league-trained official scorekeeper. Comstock YBL will provide training for designated scorekeepers.
5. **The League will make every effort to hire and pay qualified people to officiate each game. Any experienced coach who wishes to officiate will be provided training. If possible, 7th/8th grade coaches will not officiate in their own age group.**
6. Score is kept for all games, with the designated Home Team responsible for providing the official scorer; however, both teams should provide an official scorer.
7. The intent of the league is to have no more than 10 players per team, if practical.
8. **As much as practical, all players should play an equal amount of time in each game. If a ten person roster, then each player should play in two quarters of each game, or you can divide each 10 minute quarter in half.**
9. Substitutions may only occur during dead ball situations, including during timeouts and the beginning of a new quarter.
24. Games are four 10 minute running time quarters. The only time the clock stops is during time outs or during the last two minutes of each half on all dead balls if the score of the game is within twenty points.
10. Each team has two 60-second timeouts per half. Unused timeouts do not carry over to the second half.
11. Players are allowed *five* personal fouls before fouling out of the game.
12. Players fouled in the act of shooting get two free throws.
13. Non-shooting fouls prior to the last two minutes of the game will result in the ball being taken out of bounds until the team committing the foul has a total of six team fouls in a half. On the seventh team foul in a half and beyond, the player fouled will get a one-and-one attempt. On the tenth team foul in a half, the player fouled with shoot two free throws.
14. Players who commit a flagrant (overly aggressive foul that results in injury) will be ejected for rest of that game and the next.

15. Players who argue with the official will be penalized with a technical foul. Two "Ts" and the player will be ejected for the rest of that game and the next. Technical fouls include the use of inappropriate language.
- 16. Teams may choose to play man-to-man or zone defense. Stealing the ball off the dribble or pass is legal. Switching on picks is permissible. Defensive players may also collapse/help on an offensive player driving to the basket.**
- 17. Defensive players may play full-court defense, unless one of the teams is ahead by more than 20 points.**
18. The team with possession of the ball has 10 seconds to get the ball into the frontcourt.
19. Three seconds in the key is enforced.
20. If a team has a lead of 20 points or more, their top scorers may not score points until the score is closer than 20 points. A top scorer is considered someone who has at least 15 points in the game.
21. If an overtime period is required, that period will be for one minute. Team fouls and timeouts remaining carry over into the overtime period. One minute overtime periods will continue until one team is ahead.
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