

South Davis Recreation Comp Basketball Rules

Forward any questions or comments to:
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EQUIPMENT:

1. 4TH and 5th grade will use a 28.5" basketball. 6th - 9th grade will use a full size 29.5" ball.
2. **Home team will provide the game ball and Scorekeeper.**
3. Each team must have matching set of dark and light jerseys with a number on each side of the jersey.
4. No jewelry or wristbands will be allowed to be worn during the game.

ROSTERS:

1. Each team must fill out a roster with parent signatures and have it submitted by the first game. Anyone not listed on the roster will be ineligible to play. Coaches need to add players and jersey numbers to Quickscores at the beginning of the season.
2. Players can be added to the roster up until the last regular season game only if you have spoken with the league coordinator.
3. Players must play in the grade they are currently in or play up a grade. Players are not allowed to play down in age group. Players can only play on one team per league.
4. Players must play in at least two regular season games to be eligible for the tournament. Players can't play for more than one team. It is the responsibility of the coach to make sure that each player signs in every game.
5. **Lineups must be submitted to the scorekeeper 5 minutes prior to the start of the game.**
6. Teams must have 4 players at game time to avoid forfeit. Clock will start at game time & teams will be given 5 minutes of game time to avoid forfeit if they have less than 4 players. Teams may play with 4 players for the whole game. **Any questions regarding forfeits should be directed to the court supervisor, not the referees.**

GAME:

1. Games are limited to an hour. There are two 17-minute halves.
 - a. The clock will stop for timeouts and during free throws throughout the game. It will only stop for each dead ball in the last two minutes of the second half.
 - b. There will be a 3-minute intermission at half-time if time is available.
2. If your team is inbounding and not on the court to begin play, after 5 seconds, a delay of game warning will be issued.
3. If your team is not inbounding and not on the court to begin play, a delay of game warning will be issued.
4. Each team is given 4 full timeouts for the duration of the game. (60 second) timeouts. Timeouts will carry over into the second half if not used in the first half. No timeouts carry over into OT. Each team will have one full timeout for OT.
5. **Two adults are allowed on the team bench during the game (coach and assistant coach). All other patrons must stay in spectator seating. The assistant coach must remain seated during the game.**
6. If the game ends in a tie, there will be ONE three-minute overtime allowed. The clock will stop in the last 30 seconds of OT and during timeouts and during free throws. If it is still tied after OT the game will end in a tie.
7. The game will begin with a jump ball. All subsequent jump balls and beginning of the quarters will be alternating possessions.
8. Once a team is winning by 20 points in the second half, the clock will not stop except for timeouts. In the last 2 minutes of the second half when a team is winning by 20 points, the clock will stop for free throws. Once a team is up by 20 pts no full court press is allowed.
9. **Substitutions: Players are not permitted onto the court until a referee invites and signals the player(s) onto the court.**

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DEFENSE AND FOULS:

1. Any defense is allowed. (Man or Zone)
2. Players are allowed four personal fouls per game. After a player receives their 5th foul they are no longer permitted to play the remainder of the game.
3. Teams are allowed six team fouls per half, on the 7th foul, a bonus will be awarded, double bonus on 10th foul.
4. **Any player with a technical foul sits out for eight game time minutes.** If a player/coach receives two technical fouls in one game, they are ejected from the game and facility for the remainder of the current game and are subject to ejection for the following game.
 - a. If a coach receives a technical foul they are required to sit for the remainder of the game. They may still coach their team while seated.
 - b. Grabbing the rim or net/dunking at any time (before or after game time) is not allowed and the guilty player will be given a technical foul and will therefore have to sit for 8 gametime minutes. The court supervisor may give out technical fouls for these offenses.
 - c. Three technical fouls in a season will result in being suspended from the league without the refund.
5. Any team can and will be awarded a "Team Technical" if any spectator from their team is acting in a unsportsman like manor towards anyone one in the gym.
 - a. Any team who receives 2 team technical fouls will forfeit that game.
 - b. Team technical fouls do not carry over.

SPORTSMANSHIP CODE OF CONDUCT:

THE FOLLOWING WILL NOT BE TOLERATED FROM ANY PATRON, COACH OR PLAYER AND COULD RESULT IN A TEAM TECHNICAL

1. Questioning referee calls - Coaches may respectfully consult with the court supervisor about rule interpretations. **The officials will not tell you how to coach your team; please do not coach them on how to be an official.**
2. Foul language or the use of profanity.
3. Threats or abuse (verbal or physical).
4. Violent behavior/Fighting.
5. Coaching or yelling at officials from the Spector seating area.
6. Once the horn is buzzed to start play, no spectator is allowed on the court. This is also up to the discretion of the officials on court if they determine that spectators on the court is causing an problems they are allowed to ask everyone to please stay off the court for the duration of the game.

Year End Tournament

Part of the qualification for the end of season tournament includes:

- Good Standing with Rosters
- Sportsmanship Points average 3 or above
 - Ranking in league

South Davis Recreation Staff have the right to eject anyone from the facility for violating the above Sportsmanship Code of Conduct. If a person is asked to leave, the game in play will be suspended until that person leaves the facility. If the ejected party refuses to leave, staff will declare the game a forfeit and award the opposing team the victory. Any ejection can result in league ejection without refund.

