



CITY OF RECREATION DIVISION
YOUTH BASKETBALL LEAGUE
JUNIOR & SENIOR LEAGUE RULES - 2017

This is a **RECREATIONAL** league. Please consider the following rules and regulations in addition to our team & player eligibility guidelines to determine if this league meets your needs. A copy of this document is available online at www.quickscores.com/getseminole.

GOVERNING BODY: The Seminole Recreation Division is in charge of the league and has the final authority to make decision pertaining to all league rules and regulations.

RULES GOVERING PLAY: The play will be governed by the most recent National Federation of State High School's Association Rules with the following additions, exceptions and clarifications:

TEAM SELECTION

- All players must be preregistered and attend the mandatory preseason skill evaluation.
- Players must be registered to be placed on a team.

SCHEDULE AND PLAYOFF PROCEDURES:

- Games will be played at the Holland G. Mangum Recreation Center Gym. The gym will be reserved for warm-up starting 15 minutes before the first game. All extra warm-up time will take place at the outdoor courts.
- League will consist of 10 week regular play, followed by extended weeks of playoffs.
- League Championship will be determined by season ending playoff games.
- All teams will make the playoffs; Seeded Single Elimination Style.

GAME TIMES:

- Time Limit: League games consist of two 20-minute halves with a three (3) minute half-time period. Both halves will be a running time clock until the last 2 minutes of the game.
- Time Outs: The number of time outs will be three 60 second time-outs during a regulation game. Time outs will not carry over.
- Overtime: Overtime periods will consist of two (2) minutes, stopped clock until a winner is decided. There will be a one-minute intermission before each overtime period. Each team is entitled to one additional 30 second time-out during each overtime period.

GAME PLAY:

- A regulation (29.5") basketball will be used for the Senior League and an intermediate (28.5") basketball will be used for the Junior League.
- Baskets will be 10 feet high.
- Foul shots will be taken from the regulation free throw line.
- **JUNIORS LEAGUE ONLY:** All field goals will be awarded 2 points regardless of the where the shot is taken from on the court.

- A full court press is allowed only during the last two minutes of the game and any overtime period.
- When the defensive team secures possession of the ball (rebound, steal, etc.) the opposing team must immediately retreat to set up for defense. There can be no defense whatsoever played in the backcourt (including intercepted passes). Infraction of this rule will result in a warning and then a technical foul will be assessed to the offending player. This rule is not enforced during the last two minutes of the game or any overtime periods when a full court press is allowed.
- **MERCY RULE:** When a team leads by 20 points or more at any time in the game, the leading team must immediately retreat to set up defense inside the three point line around their goal. There can be no defense whatsoever played beyond the 3 point line. Infraction of this rule will result in a warning and then a technical foul will be assessed to the offending player.
- In the event that a team does not have 5 players to start a game, the opposing team may donate players from their team. Any game played with donated players will count as a game of record.
- Any game played with a player that is not registered will be recorded as a forfeit.
- The game will begin with a jump ball.
- After the initial jump ball, all jump balls will be determined by the possession arrow.
- Personal and technical fouls will be recorded for all players. Players foul out of the game upon committing their fifth foul.
- Foul shots – two point shot – two free throws, three point shot – three free throws.
- Non-shooting fouls – no free throws until the seventh team foul is committed. On the seventh team foul a one-and-one situation will be assessed.
- Technical fouls – two free throws and possession of the ball.
- On a free throw attempt, players may enter the key once the ball hits the rim.
- Double dribble will be an enforced violation – traveling will be called at the discretion of the officials.
- There will be a three second time limit in the key area.
- Players entering the game must report to the scorer's table and wait until the official signals them into the game.
- All players must play a minimum of 50% per game unless sick or injured. If players are clearly not getting their allotted amount of playing time per game the coach will be warned once after the game in question. This will be looked at as a final warning. If it happens in a second game, the specific coach in question will lose their privilege of making their own voluntary substitutions and will then have mandatory team substitutions that take place every five minutes of each game for their own team for the remainder of the season (including playoffs).
- Sportsmanship – Players should be encouraged, not criticized, by their coaches. The game officials are in control of the game and may not be abused in any manner. The recreation staff fully supports the officials. Coaching youth basketball does not include intimidating the officials. Coaches should try to encourage parents to give positive feedback to their players, and not argue with officials.

TECHNICAL AND INTENTIONAL FOULS:

- Officials and Recreation staff may call technical fouls at any time before, during and after the game.
- **Any player fighting will be suspended for the remainder of the game and the following game. Additionally, depending on the severity of the incident, players may be suspended from league play for the remainder of the season at the discretion of the Recreation Director.**

- If a player is ejected from a game for any reason will be automatically suspended for at least his next game or longer. Repeated offenses will result in expulsion from the remainder of the league.

RULE INTERPRETATIONS AND PROTEST

- All games will be final and there will be no appeal from decisions of the officials.

STANDINGS AND SCORES

- In the event of teams having identical records the following will be used to break ties:
 1. Win-Loss between head to head competition (*A forfeit automatically eliminates forfeiting team*).
 2. Point differential between head to head competitions (team with the greatest margin of victory).
 3. Each team's average point differential for all games played during the current season (Games won by forfeit are excluded; differentials are based on average of games played).

FACILITY GUIDELINES

- All Seminole Recreation Center facility rules will be obeyed.
- Players and spectators are allowed only in the gymnasium and restrooms.
- Smoking is not allowed within the facility.
- Alcoholic beverages are not allowed on Recreation Division property.

EQUIPMENT & UNIFORMS

- All players must wear the team jerseys supplied by the Recreation Division. Players must wear black, athletic shorts with no pockets.
- All players must have their own jersey no duplicate numbers/no exchanging shirts during the season.
- Game balls are provided as a part of the league fee. Teams may use another basketball other than the one provided if both team coaches agree and the official approves the ball.
- No jewelry will be allowed to be worn by any player during the game.
- If a player/ team does not abide, a technical foul for each improper uniform will be given.