

Madison County Recreation 2023-2024 Basketball Rules

1. Team structure

a. Will have the following leagues:

- i. Boys 5u,6u,7u,8u,9u,10u,11u,12u,14u
- ii. Girls:6u,8u,10u,12u,14u

*NOTE 5u group will have an age minimum of 4 years old on/ before the last date of registration.

2. Length of quarters/Clock Information:

Age Group	Length of Half	Clock Details	Additional Notes
ALL BOYS AND GIRLS	(4) six-minute quarters	Regulation clock.	5u and 6u only** Clock will not start in the last 2 minutes of the game until the ball is advanced passed half court

*5u group may have a coach on each end of the court (Offense and defense) *

3. Ball size:

5u-6u boys & girls	Junior size (27.5)
7u-10u boys, 8u and up Girls	Women's ball (28.5)
11u-14u Boys	Men's ball (29.5)

4. Goal height

5u-8u	8'
9u and above	10'

5. Starting Time/Minimum Players to Start:

- a. There will be a **10-minute** grace period for teams involved in the first game.
- b. There will not be any period given for any subsequent scheduled games.
- c. The minimum number of players to begin a game will be 4
 - i. A team may borrow 1 player to make a 4th or 5th player from the same park and same age group or below **during the regular season ONLY**. (Borrowing players is NOT allowed during tournaments).

6. Clock Operations

- a. Local boards will supply scorebook keeper.
- b. B: All leagues: When a team's lead reaches 30 points, the scoreboard will read 0-0

7. Jump Ball:

- a. 5u and 6u: Home team will start with possession.
- b. 7u and up will start with a regular jump ball.
- c. All Leagues will use the alternation possession rule.

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8. Participation Rule

- A. For the first 3 quarters of a game, all players who did not start that quarter will enter the game at 3 minutes remaining in the quarter and play the remainder of the quarter. The referee will stop the clock in a non-scoring situation as close to 3 minutes remaining in the quarter as possible. Players who started the quarter may be subbed in and out for other players who started the quarter after the 3-minute substitution stoppage.
- B. Fourth quarter will be free substitution

9. Pressing by Defense

- a. 6u and below Defense must play behind the 3-point line until the last 2 minutes of the game. During the last 2 minutes they may press half court only. Cannot press if you have a 15 or more-point lead.
- b. 7u-8u may press half court the entire game. May press full court the entire 4th quarter. You cannot press if you have a 15 or more-point lead.
- c. 9U and up can press full court the entire game unless leading by 15 or more points.

10. Foul Shots

- a. 6u -Top of the broken circle
- b. 7u-10u boys and girls - 12 Ft Line
- c. 11u and above- Official foul shot line
- d. 5u-8u- Teams will enter the double bonus after the 10th team foul. No shots will be awarded for Team fouls 7-9.
- e. 9U and up- Regulation free throw rules. 7 team fouls for 1-1(single Bonus) and 10 team fouls for 2 shots (Double Bonus).

11. Lane Violations

- a. 6u and below: No lane violation
- b. 7u-10u boys and girls: 3 seconds from 12-foot line
- c. All other leagues: 3 seconds from regular foul line

12. Timeouts

- a. Each team will receive (4) thirty second time outs for the game

13. Overtime

- a. Should a game be tied after 4 quarters, All ages will play a two minute regulation clock overtime and begin with the regular jump ball rule for that age group.
- b. Should teams be tied at the end of the 1st overtime period, teams will start with the regular jump ball rule for that age group, there will be no time left on the clock, no timeouts, and the first team to score a basket wins the game

14. Technical fouls/ejections: Any player or coach that receives 2 technical fouls in a single game will be ejected. Coaches who are ejected must leave the gym, however they will be allowed to remain in the parking lot. Any ejection will be automatically reviewed by the Madison County Parks and Recreation director to review the need for further suspension or permanent removal.

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15. Officials

6u and below Boys/Girls – All Parks will use 1 official

7u and up Boys/girls – All parks will use 2 officials

16. Cancellation of games:

A: Inclement Weather: Local boards will decide on whether to play or not. If the Madison County school system cancels after school activities Madison County Rec will follow suit (Practices and Games)

B:

17. Team Formation:

All children that register will be drafted via Madison County Parks and Recreation Draft rules.

18. TOURNAMENT GATE FEES- 5 and under free

Age 6-11 \$3

Age 12 and up \$6

All players playing a game that night will get in free. Teams will get three(3) coaches get in free(must be listed on the teams roster)

Protests :

A coach protesting a rule interpretation must protest before the live ball. The protesting team will notify the official, bookkeeper, and opposing team at the time of the protest. Written verification of the protest must be presented to the Madison County Rural Recreation Director within forty-eight (48) hours after completion of the game. A protest based upon the use of ineligible players must be submitted in writing to the Madison County Rural Recreation Director within forty-eight (48) hours after completion of the game. Protest based upon judgment calls by the officials will not be accepted. A twenty-five (\$25) fee (made payable to the recreation facility at which the protested incident happened) must accompany each protest. The fee will be returned if the ruling is in favor of the protesting party. The MCRR Director shall handle all protests.

NUMBER OF ACTIVITIES PER WEEK

Teams may have a maximum of four activities (games or practices) per week, unless approved by the Director.

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FORFEITS

A team failing to field at least four (4) players within ten (10) minutes after the scheduled game time shall forfeit the game **AFTER FIRST GAME ONLY**. Teams must have two (2) players available the entire game, or will have to forfeit whenever they have less than two(2) players, due to injury, ejection, etc.

Any team manager or adult who withdraws a team from the court prior to the official completion of the game shall forfeit all rights to protest. The manager will forfeit the game by a score of eight (8) to zero (0). This constitutes possible disciplinary action by the local Committee of Management.

Any team/recreation facility that forfeits due to not showing up for a scheduled game, is obligated to reimburse the recreation facility that paid the umpire/official for the forfeited game. The fee is \$70 for regular season and \$150 for tournament forfeits.

Rosters

The Head Coach is required to carry a copy of his/her team's roster, signed by their park President and Madison County Parks and Recreation Director to all games, either digital or physical copies will suffice so long as they have both the Signature of the Park Director and The Stamp of the Madison County Parks and Recreation Director. The Park President's signature will mean all players listed on the roster have shown their Birth Certificate to a Rec. Board member from their park.

SAFETY

In case of an injury where blood is present the following should occur, but not limited to: The bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.

COACH and SPECTATOR BEHAVIOR

No spectator shall be allowed on the court during the game.

No adult will be allowed on the court during the playing of any game without the consent of the officials. No persons except the players, manager and coaches will be allowed on the bench during the playing of the game.

If, in the opinion of the officials, a player, manager, coach, or spectator conducts themselves in an unsportsmanlike manner or commits any act which may maim or injure anyone, if deemed deliberate, they shall be removed from the premises. A coach that is ejected from a game will be subject to an automatic review by the Madison county parks and recreation department.

The parks and recreation department will determine if further suspension of the coach, fan, or player is necessary. A second (2nd) ejection will result in automatic suspension for the remainder of the season, including all post season play.