**SPRING RIVER YOUTH BASKETBALL RULES  2024 EF DATE 1-01-24**

**PLAYERS:** THE SPRING RIVER REC LEAGUE’S GOAL IS TO HAVE AS MANY YOUTHS AS POSSIBLE PLAY BALL.   A TOWN MAY USE PLAYERS FROM ANOTHER TOWN, BUT NOT FROM A TOWN IN OUR LEAGUE, AND ONLY TO COMPLETE A TOWN TEAM (SIX (6) IS CONSIDERED A TEAM, NOT A BUNCH OF RINGERS) IN SOME CASES A TOWN IN THE LEAGUE MAY HAVE TO COMBINE TWO GRADES TO MAKE A TEAM.  THE NORMAL BREAKDOWN WILL BE 3RD AND 4TH GRADERS WITH A POSSIBLE 2ND GRADER AND 5TH AND 6TH GRADERS WITH A POSSIBLE 4TH  GRADER.   WHEN A COMBINATION TEAM IS PLAYING AGAINST A TEAM OF ALL IN THE SAME GRADE TEAM I.E. A 3RD AND 4TH GRADE COMBINATION TEAM IS PLAYING A STRAIGHT 3RD GRADE TEAM, IT MUST BE ANNOUNCED BEFORE THE GAME STARTS THAT THIS IS A 3RD GRADE GAME AND THEN THE COMBINATION TEAM MUST PUT IN ALL IT’S 3RD AND POSSIBLE 2ND GRADERS BEFORE USING ANY 4TH GRADERS IN THE GAME.

ALL TOWNS WILL SUBMIT A ROSTER FOR THERE KIDS AND IF A GRADE IS SPLIT INTO 2 TEAMS, THEN THERE MUST BE ENOUGH KIDS TO PLAY 2 COMPLETELY DIFFERENT TEAMS. YOU MAY NOT HAVE 2 TEAMS IF YOU HAVE LESS THAN 12 TOTAL PLAYERS. ALL TEAMS WITH MULTIPLE TEAMS MUST SPLIT THERE PLAYERS AS EVENLY AS POSSIBLE.

If there is a judgement on a player at a higher-grade level playing down, it will be determined on a case by case basis and go through the League President. If it is found that towns are using ineligible players to play down and have not notified the League President those games will be forfeited.

THE SPRING RIVER YOUTH LEAGUE IS CONSIDERED A RECREATIONAL LEAGUE AND COACHES ARE EXPECTED TO PLAY ALL MEMBERS OF THEIR TEAM, SOME MORE THAN OTHERS, BUT ALL WILL PLAY

REGUALR RULES AS HIGH SCHOOL BASKETBALL WITH THE FOLLOWING EXCEPTIONS:

10**MINUTE Quarters with 1 minute between Quarters and a 3 Minute Half time.**

**CLOCK ONLY STOPS IN 4th Quarter (EXCEPT TIMEOTS and INJURIES) the LAST 2 MINUTES OF THE GAME. (FOR EVERYTHING, High School Rules) If the Game is Under 20 Points, unless agreed upon by both coaches that the clock will run.**

2 MINUTE QUARTER FOR OVERTIME, 1 ADDITIONAL TIME OUT

5 MINUTES BETWEEN GAMES

(3rd &4th) FREE THROWS CAN BE SHOT 2 FT. IN FRONT OF LINE, the kids must start behind the line but can finish in front if not trying to get the rebound.

(5th Grade) On Free Throws must start behind the regular free throw line but can finish in front of the line. But can not continue to get a rebound on the free throw attempt.

 (3rd&4th) NO FULL COURT PRESS WITH THE FOLLOWING **EXCEPTIONS:**

**4TH) GRADE TEAMS MAY USE A FULL COURT PRESS IN THE 2ND HALF**.

 **(4th 5th &6th) NO PRESS IF YOUR TEAM IS 10 POINTS AHEAD**

 **ALSO, THE TEAM AHEAD BY 20 POINTS MUST FALL BACK BEHIND THE 3 POINT LINE, AT THE TIME THEY GO AHEAD BY 20 POINTS.**

**IF THEY DO NOT THE COACH CAN BE ISSUED A TECHNICAL AND POSSIBLY SUSPENDED FOR THE NEXT GAME.**

USE A WOMEN’S BALL (28.5 OZ) FOR ALL GAMES except:

**3rd Grade Girls will use a 27.5 oz ball.**

**4-60 SECOND TIME OUTS A GAME (2 PER HALF NO CARRYOVER)**

ALL GRADES 3 SECONDS IN LANE

5 SECONDS ON THROW-IN

10 SECONDS TO GET BALL PAST HALF COURT

ON FREE THROWS, All PLAYERS except the Shooter can enter Lane as soon as the ball is released the shooter must wait for it to hit the rim. Also, all players outside the 3 Point line must wait for the ball to hit the rim to cross the 3-point line.

ON THE 5TH FOUL-OPPOSING TEAM SHOOTS 2 FREE THROWS each Quarter and the Fouls are reset each Quarter.

All towns need to provide a Scorekeeper for each game at away games, might not be needed but need to be sure to have someone to either keep score or the scorebook.

If you are playing a team consisting of multiple grade levels to make up a team. During League play the Town that has kids playing down will forfeit that game in the League Records. But if playing up that game will count as the Regular game.

**OVERTIME** IF AT THE END OF THE 2ND HALF THE GAME IS TIED THERE WILL A TWO MINUTE OVERTIME, IF THE GAME IS STILL TIED THEN THE 5 PLAYERS ON THE COURT FOR EACH TEAM WILL GO TO THE END THEIR BENCH IS ON AND SHOOT 5 FREE THROWS ONE FOR EACH KID. EACH OFFICAL WILL TAKE ONE OF THE TEAMS AND COUNT THEIR FREE THROWS. THE TEAMS WILL ALTERNATE SHOOTING UNTIL THE 5 ON THE FLOOR ARE DONE. IF AT THIS POINT IT IS STILL TIED THEN WE WOULD START OVER AND ALTERNATE FREE THROWS UNTIL SOMEONE IS THE WINNER.

**REFEREES**  THE TEAM WHICH IS PROVIDING THE FACILITIES FOR THE GAMES (USUALLY THE HOME TEAM) WILL PROVIDE TWO (2) REFEREES FOR EACH GAME, COMPOSED OF AT LEAST ONE (1) ADULT AND THE OTHER A JUNIOR, SENIOR OR  EQUIVALENT.   **DURING THE TOURNAMNET THERE NEEDS TO BE 1 COMPETENT ADULT AND 1 PAID REFEREES AT A MINIMUM.**

                                        **VERY IMPORTANT**

**IF A COACH RECEIVES A TECHNICAL FOUL, THE COACH IS REMOVED FROM THE BENCH IMMEDIATELY (MUST BE REPLACED) ALSO THE COACH WILL NOT BE ABLE TO COACH NEXT GAME.  IF A COACH RECEIVES TWO (2) TECHNICAL FOULS DURING SEASON THE COACH IS REMOVED FROM POSISTION FOR REST OF SEASON.**