(Rules Nov. 2013)

8 & Under Basketball Rules

1. The age of a child on September 1ST will determine the age in which they will participate.

1. A team must have 5 players to start a game. Each player who dresses out must play 1 full quarter of each game. Players who come in late to a game must be at the game before halftime to be required to play. If the player shows up before halftime he/she is required to play 1 full quarter. Shirts must be tucked in and shorts pulled up.

1. At least 10 minutes before the scheduled starting time, each team should turn in their line-up to the scorer’s table. Please include: team name, 1st and last player’s names and jersey numbers. Please also indicate your starting 5.
2. Each game will consist of 4 periods @ 6 minutes each. The game will begin with a jump ball. ***HALF-TIME WILL BE 3 MINUTES***. **20 point lead or more the clock will not stop except only on time-outs**. A period may be shortened in an emergency, or any time, by mutual agreement between the opposing coaches and referees. Free throw distance is 12 ft.
3. **2 minutes or less in the last period of each half, each team will have 20 seconds to shoot the ball after the ball is in play.**
4. Each team will be allowed 3 full time-outs and 2-30’s per game. Time-outs can be carried over to the overtime period where an additional time-out will be granted.
5. Game time is forfeit time; however a team short of players may use their time-outs at the start of the game. After all the time-outs are used and a team is still short, then the game is a forfeit.
6. NO FULL COURT PRESS or HALF-COURT PRESS will be allowed.
7. Defense must keep one foot in the vicinity of the paint line. This is in the referee’s judgment. Violation of this rule is a warning the 1st and 2nd time, after the 2nd warning it will result in the offensive team receiving 2 free throws each time the infraction takes. The 2nd half all warnings are erased and they start over. They do however carry over to any over time period.
8. A junior Size (27.5) basketball will be used.
9. 7 team fouls constitute a 1 and 1 free throw situation. On the 10th team foul a 2 shot free throw penalty begins.
10. Whenever a game is interrupted because of an event beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption, unless the teams agree, to terminate the game with the existing score.
11. Traveling or carrying the ball will be called on very lenient bases. Players are to dribble best they can. They must try to dribble.
12. Fast breaks are allowed as long as breaking team does not have 10 or more point lead.
13. The referee(s) or gym supervisor shall have the right to forfeit the game if a team refuses to play after being instructed to do so. They may also forfeit a game if any player, squad member, bench personnel, or coach fails to comply with any technical foul penalty or repeatedly commits technical foul infractions or other acts which may make a travesty of the game. If the team to which the game is forfeited to is ahead, the score at the time of forfeiture shall stand. If the team is not ahead, the score shall be recorded as 2-0 in its favor.
14. Any player or coach receiving 2 technical fouls during the same game will be ejected from that game and suspended for the next 2 games or more. Each coach is responsible for his team’s actions on and off the court; including team personnel on the bench or at the scorer’s table. Proper disciplinary action will be taken against any coach and/or player that is responsible for unnecessary conduct. NOTE: A player or coach dismissed from 2 ballgames will automatically be suspended for the rest of the season. Depending on the severity of their nature will determine if a coach or player will be allowed back in the league the following season.
15. **FIGHTING will not be tolerated.** Anyone caught fighting at a gym used by Starr Athletic and Iva Rec. Assoc. will be suspended for at least 2 games or season. These games must be the next 2 games scheduled for their team. The player must come dressed and sit on the bench. If a player misses or does not show up for the next game; the suspension will carry over until the player shows up. Suspensions can carry over into more than 1 season.
16. All players must behave themselves properly at all times in the gym. Running around or through the court will not be tolerated. No horseplay inside or outside the Gyms. No profanity or vulgar talk allowed at anytime. Anyone violating this rule will be given a warning; then will be suspended for one game. Carry over rule will still be in effect.
17. Anyone suspended with less than 2 games remaining will sit out the last game and the suspension will carry over to the following year/sport.
18. A player who is bleeding, or has an open wound, or has an excessive amount of blood on their uniform shall be directed to leave the game until they are taken care of.
19. The referee shall not permit any player to wear equipment; which, in his or her judgment, is dangerous or confusing to other players or is not appropriate.
20. No jewelry shall be worn during the game (watches, earrings, necklaces, etc.)
21. No field goal tries with 3/10 second or less on the clock.
22. **Each team is allowed a Head Coach and an Assistant Coach. The head coach or acting head coach may be off the bench in front of his or her seat within the confines of the designated coach’s box to give instructions to his or her players and/or substitutes. No assistant coach or players or other bench personnel may stand at anytime during the game unless spontaneously reacting to an outstanding play by a member of their team or acknowledge a replaced player(s) but must return to their seat. The only other instance is a specified emergency that is made aware of having to leave the bench.**
23. In the event of a game being tied at the end of regulation, there will be an overtime of 3 minutes. A jump ball will start the overtime period. If the game is still tied after the overtime period the game will end in a tie.

 Any other rules will fall back to the high school league rules.

All other rules not defined in these rules and high school league will be under the discretion of the officials calling that particular game.

***Parents must also conduct themselves in a sportsmanship manner. Regardless of the game or outcome of the game; the parents must set an example of good sportsmanship. Parents cannot be Violent towards the officials or come out on the court. This could result in the parents being escorted out of the building or having a trespassing notice against them.***