



Urbana Park District **2010 Youth Basketball Rules**

The Urbana Park District youth basketball program will play under the Illinois High School Association (IESA) rules. However, due to the differences in focus of IESA and Park District basketball, the following modifications have been adopted.

SPORTSMANSHIP

1. Profane or abusive language or any obscene gestures by participants, coaches, and/or spectators- whether directed at other players, coaches, spectators, officials, or Park District Staff- **WILL NOT BE TOLERATED** and the offending party will be required to leave the premises immediately.
2. Any misuse of Urbana Park District or Unit #116 property is prohibited.
3. All facility policies should be followed by players, coaches, and spectators.

NOTE: ANY BEHAVIOR DEEMED INAPPROPRIATE TO THE PROGRAM AND/OR IT'S PARTICIPANTS WILL RESULT IN EJECTION FROM THE GAME AND/OR THE FACILITY AND POSSIBLE SUSPENSION OR EJECTION FROM THE PROGRAM. NO EXCEPTIONS WILL BE MADE. THIS INCLUDES PLAYERS, COACHES, AND SPECTATORS.

4. Sportsmanship and fair play will be emphasized at all times by the Urbana Park District staff (supervisors, officials, scorekeepers, and coaches).

GYM AND FACILITIES

It is important to remember that we are guests in these facilities, and we must abide by all school and park district rules and policies. Failure to comply with these rules may lead to ejection from the facility.

1. **NO FOOD OR BEVERAGES OF ANY KIND ARE ALLOWED** in any of the gyms. There are water fountains located inside the gym or just outside for your use.
2. **ON GAME DAYS AT BROOKENS** a plastic bottle filled with **WATER ONLY** is permissible near the bench area. **ALL OTHER DRINKS, OTHER THAN WATER, ARE PROHIBITED IN THE GYM.**
3. Players, in and out of practice, and spectators must remain in the gymnasium and other areas designated as accessible by the site supervisor, and not cause damage to any property. Coaches should supervise children in the gym, and also in the hallway when using water fountains. Players, coaches, and parents should never enter a classroom at any school.
4. Players should carry their basketball shoes to and from practices and games. This will keep dirt and grime to a minimum, and help keep a clean, safe environment for the players to participate.
5. No dunking by any player, coach, or spectator will be allowed at any of the sites.

UNIFORM

1. No inappropriate headgear, including hats, bandannas, skullcaps, etc will be allowed during warm-ups or competition, either on the floor or the player's bench. Headbands are allowed.
2. During competition, players may not wear watches. During competition players not wear jewelry, earrings (even if taped down) with the exception of medical or religious bracelets/necklaces. Medical or religious bracelets/necklaces must be taped down. Only rubber bands or hair scrunchies are allowed- no metal or plastic hair pieces.
3. **ALL PLAYERS MUST WEAR URBANA PARK DISTRICT-issued jerseys during the game.**

GAME

1. The game will consist of four quarters of running clock, there will be a one minute intermission after each quarter, and a five minute half time. The clock will stop for time-outs, and shooting fouls during the last two minutes of the game.

Junior Boys and Girls Leagues (3 rd -4 th Grade)	8 minute quarters
Intermediate Boys and Girls League (5 th -6 th Grade)	10 minute quarters
Middle School Boys and Girls Leagues (7 th - 8 th Grade)	10 minute quarters

2. In the event a game ends in a tie, it will remain a tie in the Junior Leagues (3rd-4th Grade). In the Intermediate (5th-6th Grade) and Middle School (7th-8th Grade) Leagues one, two-minute overtime will be played.
3. Each team will be allowed two, one-minute time-outs per half. If time-outs are not used in the half they are issued, they are lost. They do not carry over to the next half.

The Game

1. The Urbana Park District will provide a scorekeeper for each game, to keep track of team points, fouls, and time outs. At no point will a scoreboard reflect a difference margin of more than 20 points. Standings will not be kept for any of the leagues. Remember, there are no winners and losers.
2. A jump ball will be used to start the game. In all other jump ball situations, teams will alternate possession.
3. The seventh team foul committed during each half will create a one-and-one bonus shooting situation. The tenth team foul committed during a half will result in a two-shot foul shooting situation.
4. On free throws, players cannot enter the lane until the ball hits the rim. There will be four (4) defensive players and two (2) offensive players occupying the marked-lane spaces during free throws. All other players must stand no closer than the top of the key extended.
5. Any player committing a technical foul must exit the game, and may not re-enter the game until the next quarter. Any player receiving a second technical foul in the same game will be ejected from the game and automatically suspended from the next game. Technical fouls are also counted as a personal fouls against the player.
6. Any coach receiving a technical foul will be ejected from the game and suspended from the next game (*coaches should NOT be getting any technical fouls!*).
7. Each team will play five players at a time. If, at game time, one (or both) team(s) only has four players available, the game will begin four vs. four. Once the fifth player arrives, the game will resume as five vs. five. At no time will a game be played with less than four vs. four.
8. All calls are final. Any person arguing with an official, supervisor, or park district employee will be warned once. A second occurrence, or continuation of the first occurrence after the warning, will result in dismissal from the premises and expulsion from the program.

Playing Time

Please see “**Clarification of Individual Playing Time Rules**” handout (page 3) for substitution information.

The following rules outline the differences in each league that coaches, parents, and players should be aware:

Junior Boys and Girls Rules

1. All free throws will be shot from halfway between the free throw line and the bottom of the circle (approx 12'). A taped line will create the free throw line.
2. Offensive players will be allowed five seconds in the lane.
3. *Full court pressing will NOT be allowed at any time.* After the rebound, the defense must clear the court back to the mid-court line.
4. No zone defense will be allowed, all teams will play person-to-person defense. Double-teaming will NOT be allowed. Double-teaming will be called when two or more defensive players are guarding a person with the ball. The second violation will result in a two (2) shot technical foul and possession of the ball will go back to the offensive team.

NOTE: A defensive team member may “help” his/her teammate in a one-on-one situation. This “help” defense will be a judgment call according to the official.

NOTE: Double-teaming will NOT BE CALLED 1) when players are in the “lane” area, or 2) when the player in possession of the ball is driving to the goal.

5. Junior Boys and Girls will play with a Junior-sized basketball.

Intermediate Boys and Girls Rules

1. Full court pressing will only be allowed during the last two minutes of the game, ONLY if pressing team is not ahead by ten (10) or more points. After the rebound, the defense must clear the court back to the mid-court line, EXCEPT in situations where pressing is legal.
2. No zone defense will be allowed, all teams will play person-to-person defense. Double-teaming will NOT be allowed. Double-teaming will be called when two or more defensive players are guarding a person with the ball. The second violation will result in a two (2) shot technical foul and possession of the ball will go back to the offensive team.

NOTE: A defensive team member may “help” his/her teammate in a one-on-one situation. This “help” defense will be a judgment call according to the official.

NOTE: Double-teaming will NOT BE CALLED 1) when players are in the “lane” area, or 2) when the player in possession of the ball is driving to the goal.

3. Intermediate Boys and Girls will play with an Intermediate-sized basketball.

Middle School Boys and Girls Rules

1. Full court person-to-person pressing is allowed ONLY if pressing team is not ahead by ten (10) or more points. Full-court zone presses are NOT allowed.
2. Zone defense and double-teaming are both allowed.
3. Middle School Boys will play with an Official sized basketball. Middle School Girls will use an Intermediate-sized basketball.

Youth Basketball

URBANA PARK DISTRICT

Clarification of Individual Playing Time Rules

1. At least ten (10) minutes prior to the scheduled game time, coaches will present the official scorekeeper with a completed line-up card with the last names of the players and their numbers. Players who are not in attendance should not be listed. Changes can be made up to game time, and players that arrive late can be added, and may enter the game at mid-quarter or at the end of a quarter.
2. All players must play at least two quarters (or 4 of the 8 “half-quarters”) of a game unless they are injured, disqualified by fouling out or ejected for improper conduct. The size of each team is kept small for this reason. Player substitutions will be made only at the half-quarter or previous to the start of the next quarter, unless there is an injury or disqualification. The scorekeeper will stop the game and sound the horn at the first dead ball situation at the half-quarter for substitutions. All half-quarter substitutions must be made at that time.

Half-quarter substitutions are defined as the following:

Junior Leagues

Players will enter the game after four (4) minutes elapsed and before three (3) minutes remaining on the game clock.

Intermediate and Middle School Leagues

Players will enter the game after five (5) minutes elapsed and before four (4) minutes remaining on the game clock.

3. Players who do not attend practices are not entitled to play half of the game, but the coach must note this on the lineup card previous to the start of the game. This lineup card must be turned in at least ten (10) minutes previous to the start of the game.

The Athletics Department asks that all players be played as equally as possible. If problems exist, the Athletic Coordinator should be notified. If a coach is found to be breaking this or other rules, there will be a warning issued. If it is not corrected the coach will be removed from the coaching duties. Please keep in mind this is a recreational program that is intended to be fun for all of the participants.