**TIPP MONROE COMMUNITY SERVICES, INC.**

**3rd – 6th grade GIRLS BASKETBALL RULES**

**ELIGIBILITY**

* Girls in grades 3rd, 4th, 5th and 6th.

**TEAMS**

* Teams will be structured as follows: 3rd& 4th, 5th & 6th girls.
* Team rosters will consist of no more than ten players and no less than seven players. Any roster additions or alterations will be at the sole discretion of the Executive Director.

**Tipp City Teams Only 3-6th grade**:

* All players must play two periods with no player playing four unless all have played three. The basic goal is to have equal playing time for all players. 3rd & 4th grade players must play at least 16 minutes per game and the 5 & 6th grade players must play at least 20 minutes per game.

**Every effort shall be made to develop teams of equal abilities.**

* Individual team requests may not be honored. Youth wishing to join the program after it has started will be assigned to a team by Tipp Monroe Community Services. Every effort shall be made to place an individual on a team.

**TEAM RESPONSIBILITIES**

* Home team is listed second on the game schedule. Home team will keep the scorebook and visitors will keep the scoreboard.
* Coaches and players will stay in a “coach’s box” which is half of the court when both coaches are on the same side of the court or between the free throw lines when coaches are on opposite sides. Coaches are to stay off the court, unless for injury.
* Both coaches should meet with the referee prior to the start of the game to review the rules of the grade level playing. If the referee is not there within 10 minutes of the game call 470-3839 or 667-4828.
* **Teams scheduled for the last game will be responsible for clean-up.** Place everything into the TMCS equipment room. Remember to put away the scoreboard, extension cord, table, chairs, scorebook, and all of the basketballs. (Remember to check behind the stage curtain for balls). If you are the last game for the 3rd & 4th grade league, you need to put the basketball hoops back in the proper position (10 foot).
* Only teams assigned to the gym are permitted to practice shooting. Friends or siblings of team members are not permitted to attend practices unless accompanied by a parent or adult. No dunking of the ball or hanging from the rim.
* Teams must have at least 5 players to start the game. Teams that do not have 5 players may use players from another team as long as that individual is in the same age group. If the fifth player from your team arrives, the sub must not play. Teams without 5 players must forfeit. If you start with 5, you may continue to play if a player fouls out.

**PRACTICES/GAMES**

* We are asking that all 3rd-6th grade parents accompany their children into the building. Please verify that the coach is present before leaving your child.
* All coaches should be prepared to use practice time for teaching fundamentals and scrimmages. A written and timed practice schedule will promote efficiency of time and enhancement of play.
* It is very important that **COACHES STAY** until all participants have been picked up. **DON’T EVER LEAVE A CHILD BY HIMSELF/HERSELF**. If this becomes a problem, please contact the Community Services office 667-8631.
* During practices and games, all persons are to remain in the gymnasium. Anyone found outside the gym will be asked to return and remain in the gym until the end of the practice or game. PARENTS: Your CHILD must remain with you, not in the hallway or around the basketball court.
* **DURING PRACTICE AND GAMES SIBLINGS ARE NOT TO BE ON THE COURT BETWEEN PERIODS, DURING HALF-TIME OR AT THE END OF THE GAME.**

**ATTIRE**

* Gym shoes are required to be completely laced at all times.
* League provided t-shirt must be worn. Any player who forgets to wear his/her t-shirt will not be able to play. T-shirts are not to be altered. Extra t-shirts are available in the Broadway closet. **NO EXCEPTIONS.**
* T-shirts must be tucked into the player’s shorts at all times.
* Players may NOT wear anything that is dangerous to another player or to themselves. (Rings, watches, earrings, necklaces, bracelets, etc.) This applies to all games and practices.
* Each coach will be provided with official youth sized basketballs for practice and game use. These basketballs are in the TMCS equipment closet, located in the lobby of the Broadway gymnasium.

**FOULS – PLAYER – COACH – PARENT**

* Players must raise their hand when called for a foul.
* Each player will be given five personal fouls, after the fifth foul the player will be removed from the game.
* Players will be permitted to go over the foul line when shooting foul shots provided that both feet are behind the line when starting the shot.
* If the shooter goes over the line during the shot, he/she cannot be the first person to touch the ball.
* Technical fouls may be assessed for unsportsmanlike conduct against players, coaches and parents.

**VIOLATIONS IN THE KEY**

* League players will be called for lane violations if they are in the key for five seconds.

**DISMISSAL**

* A player, fan or coach that is ejected from more than one game will be dismissed from the league.
* A player, fan or coach ejected specifically for any physical abuse, arguing with the referee or contact with another player, coach, referee, parent or TMCS staff may be dismissed from the league.
* Coaches or player dismissed from the league will not be able to complete the current season and no money will be refunded.
* Upon the discretion of the Executive Director, a dismissed player or coach from a previous year may or may not be permitted to participate in the league in subsequent years.

**SPORTSMANSHIP**

* All coaches will have their team ready to take the court 30-seconds prior to tip-off in each quarter so that the starting line-up can match up with their player designated for defensive assignment.
* All coaches must ensure that both teams shake hands after the games.
* TMCS will have a certified referee for all games.
* Coaches are expected to help maintain and promote a standard quality of respect for referees regardless of their performance.
* Coaches are responsible for their fans.
* Any player obtaining two technical fouls in one game will be ejected and miss the next scheduled game. If behavior continues, the player will be dismissed from the league.
* A coach receiving one technical foul will be removed from the game and will miss the next scheduled game. If that coach receives another technical during the season he/she will be removed as a TMCS Coach.
* Any complaints or concerns about officiating or the program should be submitted in writing, including the location, time, date and description of the events, and sent to the TMCS office (PO Box 242, Tipp City, OH 45371).

***These rules will be enforced***

Step 1: Fan, coach or player may be warned that their behavior was inappropriate.

Step 2: If behavior continues, the individual will be asked to LEAVE THE GYM.

Step 3: If the individual refuses to leave, the game will be stopped by the referee and will not resume until that individual leaves.

**GENERAL RULES**

**NO food or drinks are permitted in the gymnasium**

The participants may bring in water, but NO sports drink of any kind**. PLEASE NOTE:** If it is discovered that this rule has been violated, the offender will be given a warning, a second offense will result in the player/spectator being removed from the premises.

Do not bring personal items or balls. Practice and game balls are issued by TMCS and will be the only ball permitted in the gym.

HIGH SCHOOL RULES WILL APPLY UNLESS INDICIATED BELOW.

**Third and Fourth Grade Division Specific Rules:**

**Length of Quarters:** four - eight minutes periods with the clock stopping only on time outs - continuous clock. Clock will stop the last two minutes of the fourth quarter for every violation. Five minute halftime. Clock will restart at referee’s signal or when ball is back in play. During the last 20 seconds of the game the clock will not start until the ball crosses the half court line. This will prohibit teams from running out the clock in the backcourt (no guard) area.

A **JUNIOR** size basketball (27”) will be used. Baskets are at 9’ feet for 3rd-4th grade. When playing away games, Tipp City Teams must provide their own warm up basketballs.

A center jump ball will be used to start the game and any overtime period. In other jump ball situations, the ball will be awarded out of bounds on an alternating basis. This will be kept with bonus lights on the scoreboard.

**Free Throws:** The bonus rule will be in effect AFTER a team has committed its sixth foul in a half.

Free throw line will be 12 feet for the third/fourth grade leagues. Players will be permitted to go over the foul line when shooting foul shots provided that both feet are behind the line when starting the shot. If the shooter goes over the line during the shoe, she cannot be the first person to touch the ball.

**Timeouts:** Each team will be allotted two (2) one minute time outs per half**.** Timeouts not used in the first half do not carry over into the second half. In the overtime periods each team is allotted ONLY one timeout. Timeouts from regulation play DO NOT carry over.

**Overtime Period:** At the end of regulation play, a two (2) minute overtime period will be played with the clock stopping for free throws, injuries or timeouts. There will be a maximum of two overtime periods. If at the end of the second overtime the score is still tied, the teams will end the game in a tie.

**Playing Court:** Third and Fourth Grade League Games will be played at Broadway Elementary and Troy. Games will be played full court. Specific boundary lines and floor markings will be discussed prior to the start of the season with each coach.

**Substitution/Participation:** The clock will be stopped around the four (4) minute mark of each quarter to allow for substitutions. If a player is injured or tired, free substitution is permitted.

**Equal Play**

**Tipp City Teams ONLY**: The basic goal is to have equal playing time for all players. All players must

play at least 16 minutes per game. The basic goal is to have equal playing time for all players.

**Man to Man Defense:** Double teaming is permitted inside the three point arc ONLY. If a team is ruled by the official to be double teaming outside of the acceptable area, the offensive teams will inbound the ball from under their own basket. Continued violations will result in technical foul shots and possession of the ball.

**Man to Man Defense:** Man to man defense only – NO ZONE. Double teaming is permitted inside the three point arc **ONLY**.  If a team is ruled by the official to be double teaming outside of the acceptable area, the offensive teams will inbound the ball from under their own basket.  Continued violations will result in technical foul shots and possession of the ball. Back-court pressing or defense is not allowed except at the 5th & 6th grade level and then only the last 5 minutes of the fourth period. Otherwise, when defense obtains possession of the ball, everyone goes past the centerline and cannot approach the ball until it passes said line. NOTE: There is no back-court pressing by any team ahead in the game by more than 10 points, but the team behind by more than 10 points is allowed to back-court press.

**No full court press allowed:**  Half-court defense only. Players may begin guarding once their player has crossed the half court line. Fast-break is not permitted in the ¾ grade league.

**Fifth and Sixth Grade Division Specific Rules**

**Length of Quarters:** Four 10 minutes periods with the clock stopping only on time outs - continuous clock. Clock will stop the last two minutes of fourth quarter for all violations. Three minute halftime. Clock will restart at referee’s signal or when ball is back in play. During the last 20 seconds of the game the clock will not start until the ball crosses the half court line. This will prohibit teams from running out the clock in the backcourt (no guard) area.

An **INTERMEDIATE** size (28.5”) basketball will be used. Baskets are at 10 feet for 5th-6th grade. When playing away, Tipp City Teams must provide their own warm up basketballs.

A center jump ball will be used to start the game and any overtime period. In other jump ball situations, the ball will be awarded out of bounds on an alternating basis. This will be kept with bonus lights on the scoreboard.

**Free Throws:** The bonus rule will be in affect AFTER a team has committed its sixth foul in a half. Free Throw line will be 15 feet for the fifth and sixth grade. Player may go over the line during the shot, but she may not be the first to touch the ball.

**Timeouts*:***Each team will be allotted 2 one minute time outs per half. Timeouts not used in the first half do not carry over into the second half. In the overtime periods each team is allotted ONLY one timeout. Timeouts from regulation play DO NOT carry over to the overtime period.

**Overtime Period:** At the end of regulation play, a **2 minute** overtime period will be played with the clock stopping for all violations. There will be a maximum of two overtime periods. If at the end of the second overtime the score is still tied, the teams will end the game in a tie.

**Playing Court:** Girls Leagues will play at the Broadway Elementary School and in Troy.

**Man to Man Defense:** Man to man defense only – NO ZONE. Double teaming is permitted inside the three point arc **ONLY**. If a team is ruled by the official to be double teaming outside of the acceptable area, the offensive teams will inbound the ball from under their own basket. Continued violations will result in technical foul shots and possession of the ball. Back-court pressing or defense is not allowed except at the 5th & 6th grade level and then only the last 5 minutes of the fourth period. Otherwise, when defense obtains possession of the ball, everyone goes past the centerline and cannot approach the ball until it passes said line. NOTE: There is no back-court pressing by any team ahead in the game by more than 10 points, but the team behind by more than 10 points is allowed to back-court press.

***Team Member Participation/Substitution:***

**Tipp City Teams ONLY:** The basic goal is to have equal playing time for all players. Each player must play at least 20 minutes per game.

During the first half the only time teams may substitute is at the mid-point of the first and second quarters as well as between the first and second quarters. The clock operator will **stop the clock** around the mid-point of each quarter during a dead ball situation and announce that teams may substitute. At that point teams may substitute as many players as they wish. In case of injury or exhaustion, that player may be replaced immediately. During the second half of play, coaches may substitute freely.