

## Burr Ridge Park District

### 5<sup>th</sup> through 8<sup>th</sup> Grade Basketball Leagues

League website: [www.eteamz.com/brpdhoops](http://www.eteamz.com/brpdhoops)

## GENERAL RULES

- The objective of this league is to provide a fun, positive basketball environment. To meet this objective, some rules are adjusted so the players will get equal playing time and have an opportunity to play competitive basketball skills and learn game strategies. Scores, standings and some statistics will be kept; however, if these items interfere with the quality and objective of the league, then they will be eliminated from the program.
- Program Dates: January 12-March 18
- Practices will be determined by volunteer coaches and available facilities.
- Games: Sundays, Tuesdays and Thursday as scheduled.
- Five minutes after game time is forfeit time.
- The Park District and game officials reserve the right to shorten a game that starts late due to players arriving late.

## UNIFORMS

- All players will receive a team jersey.
- All players must wear their game jersey or they will not be allowed to play. Shirts must be tucked in.
- All players must wear appropriate court shoes.
- No jewelry can be worn during games unless it is for medical purposes.

## SPORTSMANSHIP AND BEHAVIOR

- This program is intended to be a fun recreation league. Winning and losing are NOT the most important part of our league.
- Intentional contact, fighting, swearing, inappropriate gestures, taunting, and unsportsmanlike conduct will be penalized and in severe cases dealt with on an individual basis according to the situation.
- Players will be subject to one or more of the following for conduct violations; ejected from the game, suspended from participating in multiple games, or ejected from the league.
- Parents will be contacted in cases of severe conduct violations.
- Parents are encouraged to cheer for all players and are not allowed to speak to coaches and officials during the game. Please wait until the completion of the game to speak with the coach or an official. You may also contact the program coordinator during normal Park District hours if you have any concerns.
- Parents/friends/spectators may be asked to leave the facility if their behavior becomes aggressive, violent, vulgar, or not conducive to a safe atmosphere for the players, coaches or officials. If necessary local police authorities will be contacted.

## TEAMS

- Each team will have 8-10 players. Attendance is important.
- Players are eligible for post season play after participating in six games.
- Rosters are frozen after the fourth game of the season.
- Players rotate at 4 minute intervals throughout the entire game.
  - Players cannot sit out 2 consecutive rotations if the team roster has 10 or less players.
  - 5<sup>th</sup> -6<sup>th</sup> Grade teams must follow rotation guide until playoffs.

## GAMES

- Each game will consist to two 16-minute halves.
- The game clock will stop on player rotations, time-outs, and during the final minute of each half.
- Each team has two (2) thirty-second time outs per half.
- When play begins after a charged time out, the offensive team inbounds the ball at half-court
- Defense may play "man to man" or zone.
- Half-court defense until the final 4 minutes of each half.
  - Illegal defense violations count as a personal foul
- Full court press
  - Allowed during the final 4 minutes of each half.
  - Allowed by the losing team when trailing by 10 or more points.
- Players are allowed 5 personal fouls each. After the 5<sup>th</sup> foul is committed, the player is ejected from the game.
- Fouls in the last two minutes of each half:
  - **BONUS:** Foul #2 through foul #5 the opposing team is awarded 1 free throw plus a bonus shot if the 1<sup>st</sup> shot is made.
  - **DOUBLE BONUS:** Foul #6 through foul #12 the opposing team is awarded 2 free throws.
  - **SUPER BONUS:** Beginning at foul #13, the opposing team is awarded 2 points, possession of the ball at half court, and 10 seconds will be run off the official game clock.
- Technical Fouls:
  - Players and coaches are allowed 2 technical fouls with ejection on the second.
    - Coaches are allowed 3 technical fouls during the season.
    - A coach is suspended from further participation in the league on his/her 3 technical foul of the season.
  - Exception: A player may be ejected on the first technical foul if the offense violates the rules of sportsmanship and behavior.
  - The opposing team shoots two free throws and get possession of the ball at half court.
- No Dunking.
- Three point shots are allowed.
- Lane violation: 3 seconds in the lane.
- Offensive team has 8 seconds to cross half-court.
- No overtime during the regular season.
- **Playoff overtime:** 4 minute period, running clock until the final minute. Each team will have one thirty-second time out for each period of overtime. Player rotations continue in order.
- IHSA rules of basketball apply in all other situations.