

Loveland Parks and Recreation
Youth Basketball
Fall 2017

Officials and Supervisors Meeting – Nov 1

Things to know:

1. Leagues: 4th grade (boys and girls), 5th grade (girls)
2. Game locations: Chilson Center small gym (700 E. 4th St.) and Truscott El. (6th & Garfield)
3. Facility Supervisors: Chilson – Dave Hutchinson, Truscott – Kyle Jackson
4. Program Philosophy: 1. Fun, 2. Skill Development, 3. Safety
5. Table help, one parent required from each team to keep score and run clock. Be sure to communicate with table personnel
6. Teach players and know the rules
7. Rules (see handout)

Some basic rules and differences:

4 th Grade	5 th Grade
Player uniform requirements: Youth Athletic t-shirt, non-marking soled shoes, no jewelry.	Player uniform requirements: Youth Athletic t-shirt, non-marking soled shoes, no jewelry.
Jump ball to start, then alternate possession.	Jump ball to start, then alternate possession.
20-minute halves.	20-minute halves.
No overtime.	If needed, one 3-minute OT period.
Time outs: two per team per half (they do not carry over to 2 nd half)	Time outs: three per team per game. (In OT, each team gets one time out)
Subs: every 5 minutes, mandatory, about 30 seconds to sub, match ups allowed, clock does not stop, scorekeeper should sound horn).	Subs: players check in, regular sub rules.
Scoring is standard.	Scoring is standard.
Fouls: 5 per player; bonus on 7 th , double bonus on 10 th .	Fouls: 5 per player; bonus on 7 th , double bonus on 10 th .
Free throws: player shoots first from the line, may be moved up by official if needed.	Free throws: player shoots first from the line, may be moved up by official if needed.
Defense: Man only. Begins when ball crosses defense's top of key. No double-team or trap. Switching allowed.	Defense: Any defense allowed.
Full-court press: allowed only during last two minutes of each half (see 10-pt. rule).	Full-court press: allowed anytime (see 10-pt. rule).
10-pt. Rule: A team ahead by 10 or more points may not full-court press, but must then allow ball to be brought past top of key. Also, if score difference is 10 or more, then clock does not stop for free throws during last five minutes of game.	10-pt. Rule: A team ahead by 10 or more points may not full-court press, but must then allow ball to be brought past half-court. Also, if score difference is 10 or more, then clock does not stop for free throws during last five minutes of game.

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4th Grade Boys & Girls Basketball

RULES	Games will be played in accordance with official high school rules.
NUMBER OF PLAYERS	Each team is allowed five players on the court at a time. No forfeits – if a team is short players, the other team must either loan player (s) or play down to the number of players on the short-handed team.
GAME BALL	The official Women's or Intermediate ball (28.5") will be used.
SCORESHEETS	Coaches are to fill out scoresheets before the game and submit to scorekeeper. Player's first name and last initial should be given at the least. Individual points are not tracked nor recorded.
LENGTH OF GAME	All games will consist of two 20-minute halves of running time.
OVERTIME	No overtime.
TIME-OUTS	Time-outs are one (1) minute. Time-outs may be called by the team in possession of the ball or by either team during a dead ball or free throw situation. Coaches or players may call time-outs. Each team gets two time outs per half. Use them or lose them in the first half, they do not accumulate.
SUBSTITUTIONS	There will be a 30-second mandatory substitution break at 5, 10 and 15 minutes into each half. Substitutions will be allowed only during the 30 second substitution break. (except in case of injury). This is a substitution break only, <u>not</u> a time out. Coaches can ask officials to allow for player match-ups at this time if desired.
SCORING	All baskets made from the field shall score two (2) points. A basket completely shot from beyond the 3-point line shall count for three (3) points, when indicated by the referee. If a gym does not have a 3-point line, all field goals shall count as two (2) points. A free throw is worth one (1) point.
STARTING PLAY AND JUMP BALLS	The jump will be used only to start each game. Possession arrow will be used in all other cases.
FOULING	<p>The hardest part of the day for the officials will be deciding what and what not to call. Any player shooting the ball should be protected. Inadvertent body contact is not a foul unless a distinct advantage is gained by the fouling player. If an advantage is gained, a foul should be called and administered accordingly. The <u>officials and coaches</u> must encourage the players <u>not</u> to reach in on defense, but to play good defense by "moving their feet" and keeping their hands up.</p> <p>A player is allowed 5 personal fouls per game.</p> <p>The one and one (bonus) free throw is to be shot on the seventh team foul of each half. Two free throws will be shot on the tenth team foul and thereafter.</p> <p>The clock will stop to shoot free throws during the last 5 minutes of the game if the point difference is less than 10 points.</p>
FREE THROWS	<p>Players standing on either side of the key may not cross the line until the ball hits the rim. If the ball fails to strike the rim or backboard it is turned over to the opposing team for an in-bounds pass.</p> <p>An infraction will not be called if the shooter's momentum carries him or her over the line before the ball hits the rim. Players will shoot their first shot from the free-throw line and after that may, at the official's discretion, be moved up to have a reasonable chance at a successful shot.</p>

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4th Grade Boys & Girls Basketball

DEFENSE	<p><u>Man-to-man defense only.</u> Defense may begin only after the ball has been <u>advanced to three-quarters court</u> (top of the key). No trapping or double-teaming will be allowed. Switching is permitted but must not result in a double-team for more than a two-count. If the offensive team penetrates the ball past the top of the key and then returns the ball above it, then the defense is allowed to extend to half-court.</p>
FULL COURT PRESS	<p>Full court press is not allowed, except in the last two minutes of each half (see 10-point rule).</p>
TEN (10) POINT RULE	<p>A team that is ahead by 10 points or more may not full-court press. If the point span drops back to 9 points or below, then the leading team may full-court press again. The team that is behind may full-court press any time it is allowed.</p> <p>Defense may start after the ball crosses defense's top of the key.</p>
OVER-AND-BACK VIOLATIONS	<p>Taking more than 10 seconds to cross the center line from the back to the front court is a violation that results in the ball being awarded to the opponent, out-of-bounds, at the spot nearest where the violation occurred. Once in the frontcourt, the ball may not be returned to the backcourt of the team in control. This violation results in the ball being awarded to the opponent, out-of-bounds, at the spot nearest where the violation occurred.</p>
THREE SECONDS	<p>Players should be coached to move through the lane when on offense. Officials will use discretion on the call. Once a shot goes up, no three seconds can be called until possession is re-established and a <u>new</u> three-second count is begun.</p>
SAFETY ISSUES	<p>No player may participate in any practice or game while wearing jewelry or a hard or soft cast. Taping of jewelry is not allowed.</p>
FACILITY RULES	<p>Never bring food or drink into the gyms. Team snacks must be left outside the gym and served outside the gym. Yes, that includes parents and coffee. Player's water bottles are okay, no pop or sports drinks are allowed.</p>
CONDUCT OF PARENTS, COACHES, AND REFEREES	<p>Basketball is a very competitive and emotional game. Try to keep things in perspective. The game is for the kids. Do not teach the players bad habits by complaining about the official's calls. They are trying to do their best. If a coach or parent is becoming abusive and overbearing, the officials should stop the game and ask the person to restrain themselves. A facility supervisor should be notified if the abusive conduct gets out of hand. Be polite. Do not become part of the problem; be part of the solution.</p> <p>Above all, remember that the players are the most important aspect of the program. We are all out there to <u>teach</u> the game of basketball and encourage <u>fun and sportsmanship!</u></p>

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5th Grade Girls Basketball

RULES	Games will be played in accordance with official high school rules.
NUMBER OF PLAYERS	Each team is allowed five players on the court at a time. No forfeits – if a team is short players, the other team must either loan player (s) or play down to the number of players on the short-handed team.
GAME BALL	The official Women's or Intermediate ball (28.5") will be used.
SCORESHEETS	Coaches are to fill out scoresheets before the game and submit to scorekeeper. Player's first name and last initial should be given at the least. Individual points are not tracked nor recorded.
LENGTH OF GAME	All games will consist of two 20-minute halves of running time.
OVERTIME	If the score is tied at the end of regulation play, the game goes into one overtime period of 3 minutes and is started with a jump ball. If the score is still tied after the first overtime period the game is over and is recorded as a tie.
TIME-OUTS	Each team gets three time outs per game. Time-outs are one (1) minute. Time-outs may be called by the team in possession of the ball or by either team during a dead ball or free throw situation. Coaches or players may call time-outs. Time-outs are not carried over into overtime. Each team will get one (1) time-out in overtime.
SUBSTITUTIONS	Substitutions can be made on any dead ball. All players must check in at the scorer's table and wait to enter the game.
SCORING	All baskets made from the field shall score two (2) points. A basket completely shot from beyond the 3-point line shall count for three (3) points, when indicated by the referee. If a gym does not have a 3-point line, all field goals shall count as two (2) points. A free throw is worth one (1) point.
STARTING PLAY AND JUMP BALLS	The jump will be used only to start each game and if necessary, overtime. Possession arrow will be used in all other cases.
FOULING	<p>The hardest part of the day for the officials will be deciding what and what not to call. Any player shooting the ball should be protected. Inadvertent body contact is not a foul unless a distinct advantage is gained by the fouling player. If an advantage is gained, a foul should be called and administered accordingly. The <u>officials and coaches</u> must encourage the players <u>not</u> to reach in on defense, but to play good defense by "moving their feet" and keeping their hands up.</p> <p>A player is allowed 5 personal fouls per game.</p> <p>The one and one (bonus) free throw is to be shot on the seventh team foul of each half. Two free throws will be shot on the tenth team foul and thereafter.</p> <p>The clock will stop to shoot free throws during the last 5 minutes of the game if the point difference is less than 10 points.</p>
FREE THROWS	<p>Players standing on either side of the key may not cross the line until the ball hits the rim. If the ball fails to strike the rim or backboard it is turned over to the opposing team for an in-bounds pass.</p> <p>An infraction will not be called if the shooter's momentum carries him or her over the line before the ball hits the rim. Players will shoot their first shot from the free-throw line and after that may, at the official's discretion, be moved up to have a reasonable chance at a successful shot.</p>

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5th Grade Girls Basketball

DEFENSE	Man-to-man defense or zone defense will be allowed.
FULL COURT PRESS	Full court press is allowed at any time, except by a team that's ahead by 10 points or more (see 10-point rule).
TEN (10) POINT RULE	<p>A team that is ahead by 10 points or more may not full-court press. If the point span drops back to 9 points or below, then the leading team may full-court press again. The team that is behind may full-court press any time it is allowed.</p> <p>Players must drop back to mid-court and allow the opponents to bring the ball past half-court.</p>
OVER-AND-BACK VIOLATIONS	Taking more than 10 seconds to cross the center line from the back to the front court is a violation that results in the ball being awarded to the opponent, out-of-bounds, at the spot nearest where the violation occurred. Once in the frontcourt, the ball may not be returned to the backcourt of the team in control. This violation results in the ball being awarded to the opponent, out-of-bounds, at the spot nearest where the violation occurred.
THREE SECONDS	Players should be coached to move through the lane when on offense. Officials will use discretion on the call. Once a shot goes up, no three seconds can be called until possession is re-established and a <u>new</u> three-second count is begun.
SAFETY ISSUES	No player may participate in any practice or game while wearing jewelry or a hard or soft cast. Taping of jewelry is not allowed.
FACILITY RULES	Never bring food or drink into the gyms. Team snacks must be left outside the gym and served outside the gym. Yes, that includes parents and coffee. Player's water bottles are okay, no pop or sports drinks are allowed.
CONDUCT OF PARENTS, COACHES, AND REFEREES	<p>Basketball is a very competitive and emotional game. Try to keep things in perspective. The game is for the kids. Do not teach the players bad habits by complaining about the official's calls. They are trying to do their best. If a coach or parent is becoming abusive and overbearing, the officials should stop the game and ask the person to restrain themselves. A facility supervisor should be notified if the abusive conduct gets out of hand. Be polite. Do not become part of the problem; be part of the solution.</p> <p>Above all, remember that the players are the most important aspect of the program. We are all out there to <u>teach</u> the game of basketball and encourage <u>fun and sportsmanship!</u></p>