



2024-25 Youth Winter Basketball League

Special Rules for Boys Grades 2 – 8, Girls Grades 2-6

1. The primary purpose of this league is participation, skill development, promotion of the value of sportsmanship, striving to do your best, learning responsibilities of team play, and most important, enjoyment for the players.
2. Your volunteer coaches are giving of their free time to help the children in our community. We are very fortunate to have these special people. Please help them in any way you can.
3. All complaints about the referees or the league are to be directed to the League Director only.
4. Your suggestions on how to improve this program will be greatly appreciated. Please call the League Director.
5. Neighborhood Club programs utilizing indoor facilities in the Grosse Pointe Public School System: **We appreciate the ability to use the school gymnasiums for our youth basketball program. Please be respectful to school property , this includes hallways(art work), restrooms and the gymnasium. Please enter and exit through the hallways to the gymnasium or restroom only. Please stay off the school stage!**

League Rules

1. Restrictions on movement of players along the lane in effect until the ball touches the ring or backboard, or until the free throw ends.
2. A team must have five (5) players present by game time. If a team has less than (5) players, teams will be made equal and a practice game played.
3. Player Uniforms: Uniforms for all players consist of a team T-shirt and shorts. T-shirts are to be tucked in player's shorts. T-shirts are included in the league fee.
4. Player's Playing Time and Substitution Rules:
 - a. Substitution Rule: 4 minutes into the quarter for all boys and girls teams the referee will stop play and substitution will be made.
 - b. There will be a 45 second time out to allow the coaches to get players organized.
 - c. Any player who attends practice, and is at the game, must play half of each quarter.
 - d. If a player misses practices or games unexcused, that player may be penalized by not playing his regulation amount of time, provided the coach contact the League Director twenty-four hours in advance of game time. However, the penalized player must play at least half of 2 quarters at some time during the game. If a player comes late to a game unexcused, after the first quarter the coach has the option of only playing the player for one quarter during the game. If the player arrives late to the game unexcused, after the second quarter, the coach has the option of not playing that player at all during that game.
 - e. Players may be substituted for, if injured or in foul trouble (three or more fouls) at any time during the game. An injury substitution must be approved by the referee.
5. Each player must play half of each quarter (**a total of 16 minutes per game**). No player shall play the entire game. All players should play approximately the same amount of time each game. Any coach not following the equal playing rules will be disciplined.
6. Players should not arrive any earlier than (10) minutes before their game time and 5 minutes before practice. Players must leave the building immediately following their game or practice.
7. Players must come to game and practices dressed ready to play basketball. Players may not use school lockers, rooms or lavatories to dress.
8. No boots or wet shoes will be permitted in the school gym.

9. Any player or coach ejected from the game for unsportsmanlike conduct will automatically be suspended from at least that team's next game. Any person ejected from the game for unsportsmanlike behavior that could cause or result in violent behavior, will receive a minimum two game suspension. (A second suspension will cause expulsion from the league.) Any violent action (contact with an opponent/official, fighting, grabbing, pushing, throwing an object, etc.) Will result in an expulsion for the remainder of the season, and will extend to the next season. Any player or coach involved in unsportsmanlike conduct (i.e. but not limited to profane language, racial slurs or behavior detrimental to our philosophy) will be suspended from at least that team's next game. (A second suspension will cause expulsion from the league). Any team coach or player who leaves the bench area during an incident will cause the whole team to be suspended for one game. The coach will be responsible for keeping his team and parents under control. Failure to keep a team or parent under control will result in expulsion of the team, parent and or coach. The League Director reserves the right of a league expulsion for any player, coach or team guilty of gross misconduct.
10. **Taunting and Baiting:** Taunting and baiting of opponents has no place whatsoever in youth basketball or any Neighborhood Club activity. Using ridiculous motions, pointing fingers and gesturing are ways in which an opponent can be taunted. Any "Trash Talk" will result in a personal foul. After a second infraction, that player will be removed from the game and will automatically be suspended for their team's next game.
11. **Bleeding Player:** A player who is bleeding, has an open wound, or has an excessive amount of blood on his uniform is considered an "injured player". As such, he must leave the game and not reenter until the wound has stopped bleeding and all affected clothing has been discarded. The player can then reenter at the next chance to legally substitute after the game clock starts. A team may not use a time-out to keep such a player in the game once an official has stopped play.
12. Pressing is not allowed in **Boys Gr. 2-5** and **Girls Gr. 2-4**. A full court press in the **Boys Gr. 6-8** and **Girls Gr. 5 & 6** is only allowed in the fourth quarter. A team with a ten point lead or better may not press. A press is defined as: playing defense in the back court after a basket or violation or after a rebound when a player has control of the ball. The penalty for the first two violations shall be a warning. The penalty for the third violation shall be a technical foul.
13. **15 point rule:** At the point a team is up by 15 points all players must play defense on or inside the 3 point arc (**Girls Gr. 5 & 6, Boys Gr. 4 & 5 and 6-8**). Players will continue to play this defense until the score is 10 points or less. Once the score reaches that point players may resume normal defense. The penalty for the first two violations shall be a warning. The penalty for the third violation shall be a technical foul.
14. All players in the **Boys Gr. 2 & 3 & Girls Gr. 2-4** league are required to play defense inside the 3 point arc throughout the game. This will allow teams more opportunities to pass and shoot. Teach your players to play defense by moving their feet, keeping their arms up and getting the rebound. The penalty for the first two violations shall be a warning. The penalty for the third violation shall be a technical foul. **In the last minute of the game however, players may resume to a normal defense, which means picking up your opponent at half court.**
15. If a game ends in a tie, it will remain in a tie.
16. **Boys Gr. 2-5 and Girls Gr. 2-4** will shoot foul shots from a line twelve (12) feet from the basket. Feet must be behind the line at the time of the release. **Girls Gr. 5 & 6 and Boys Gr. 6-8** will shoot foul shots from a line fifteen (15) feet from the basket.
17. Players may only be added to a team by the Neighborhood Club. Team rosters are prepared for each league and distributed at the coaches meeting. Only players registered and placed on a team's roster, by the Neighborhood Club, are eligible to participate in games. Additions to that roster will only be made by the Neighborhood Club. A Neighborhood Club staff member will call and inform you of any additions or deletions to your roster. **You may not add players to your roster.** In some cases, waiting lists are kept at the reception office.
18. The League Director will rule on any situation not covered by the rules.
19. Head decorations, headwear, or jewelry are illegal. Barrettes made of soft material are legal. This rule will be strictly enforced for the player's own safety.
20. Dunking, attempting to dunk, or grabbing the rim will not be allowed before, during or after the game. (technical foul and ejection)
21. Coaches may not substitute players on the run.
22. A referee shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items include, but are not limited to: A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance--even though covered with soft padding--when worn on the elbow, hand, finger, wrist or forearm.

23. With the exception of the above rules, the current National Federation of State High School Association Rules governs the play of all games.

Scoring and Timing Regulations

1. The scorer's table will be made up of one Neighborhood Club scorekeeper hired for this position.
2. At the beginning of each quarter, the clock will be set for the proper time period. The game shall start with a jump ball, alternating possession thereafter. The time periods of each quarter are:

Grade	Quarters	Minutes	Ball Size
Boys Grade 2 & 3	4	8	#4
Girls Grades 2 – 4	4	8	#4
Boys Grade 4 & 5	4	8	#28.5
Girls Grade 5 & 6	4	8	#28.5
Boys Grades 6 - 8	4	8	Official

3. The clock will stop on all foul shots and time outs. The clock stops for all whistles in the last minute of the second half.
4. COACHES MAY NOT SUBSTITUTE ON THE RUN. Teams must adhere to the league substitution rule and participation rule. If the scorer or timer thinks there is a violation, it should be reported to the officials.
5. Scorekeeper must know the league substitution rules on the previous page.
6. Team or running score is the official score and must be kept first on the scoresheet, then score posted on main scoreboard. Each personal foul committed is noted, then team foul is recorded. Each basket must be recorded on the score sheet, allowing two or three points for the field goal and one point for each foul shot or technical shot scored. A player is allowed five personal fouls before he/she is removed from the game. Individual scoring is not recorded by NC scorekeeper
7. A team committing 7 or more fouls in one half will cause the opposition to be in a bonus situation.
8. A team is allotted one (1) time-out per half. These time outs do not carry over. Time outs are 45 seconds long.
9. Team time outs must be recorded.
10. Team fouls must be recorded.
11. Officials must check score at half-time, the end of the third quarter and must authorize the final score.
12. Half time is two minutes in length.
13. Instead of jump balls, a possession rule will be in effect. Possession will alternate between teams when a jump ball is called.
14. In the **Boys Gr. 2-5** and **Girls Gr. 2-4** leagues, the first three games the referee will not be calling 3 seconds but will be warning the players. For **Girls Gr. 5 & 6**, **Boys Gr. 6-8** the referee will be calling 3 seconds the entire season.
15. The 3 point rule is in effect. A basket made behind the 3 point arc counts as 3 points.
16. Use of dental guards is recommended in all Neighborhood Club sports.
17. No coaches are allowed on the floor during a game except for an injured player.
18. No Middle School, 7th or 8th grade basketball player can play in the Neighborhood Club League per MHSAA rules. If a player tries out and makes the Middle School Basketball team, that player is ineligible to play for the Neighborhood Club.
19. **Inclement Weather Cancellation Policy:** In case of inclement weather the Neighborhood Club will follow the lead of the Grosse Pointe Public School System. Games will be played if at all possible. If you are in doubt as to whether or not the game will be played, check the Neighborhood Club website (www.neighborhoodclub.org) to see a message of cancellation. If the website, Program Updates (Today's Game), does not specify that your activity is canceled, you are to report to the activity site.

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