



The City of Grove City Parks & Recreation Department

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Youth Basketball League Rules and Regulations

General

1. The City of Grove City is dedicated to providing a quality youth basketball program that strives for equal league competition and involvement among participants. All games shall be played under the rules of the Ohio High School Athletic Association as defined in the National Federation Official High School Basketball Rules. These official guidelines will be implemented unless otherwise stated in the following rules and regulations.
 - In keeping with the mission to provide quality youth programming, **coaches** shall be aware that they have a tremendous influence on the education of participants. Therefore, it is imperative that winning is never placed above the value of teaching, patience and character. Consequences for behavior that's deemed inappropriate by the officials, staff or the Grove City Parks and Recreation Department vary depending on the severity of the incident, but may include everything from a warning to removal from the league.
2. **The South-Western City Schools District is gracious enough to allow us to rent their facilities for practices and games. Please make sure your players, parents and siblings treat the facilities with respect. Make sure they are aware nobody should be roaming the hallways or classrooms. This will help prevent any facility issues with the schools in the future that will remove this privilege.**
3. A maximum of two coaches per team are allowed on the bench during games with the head coach the only coach allowed to stand during the game. The head coach is the only one permitted to ask for a conference with a referee; however, the opposing head coach must also be involved. If both head coaches cannot resolve the situation, the official will make a final decision to continue play. All head coaches must be certified through the National Youth Sports Coaches Association (NYSCA). **If the head coach fails to get certified he/she will be unable to coach.**
4. Before each game, coaches list their complete roster in the official scorebook. It is required that all players are listed in numerical order along with their first and last names. Make sure to add players that are late or delayed. Players not in the official scorebook are not allowed to play. **No player may be suspended or receive less playing time for not attending practice.**
5. Coaches whose teams play the first game are responsible for setting up the scorers' tables, team benches and portable bleachers for spectators (if applicable). Also, coaches whose teams play the last games are responsible for returning the scorers' tables, team benches and bleachers (if applicable).
6. During games, all players must wear the uniform provided through the Grove City Parks and Recreation Department. Coaches are responsible for making sure that uniforms are not modified, including (but not limited to) adding patches, names or stick-ons. **ALL JERSEYS MUST BE TUCKED IN.** Players are not permitted to wear hats, jewelry (earrings cannot be taped over), rubber bands, hair beads or casts; any metal braces or related items are prohibited. Eyeglasses must be firmly supported. The referee will use his/her discretion for any items not listed. No exceptions!

7. The official scorer is a representative of the home team. The visiting team is responsible for assigning a person to run the scoreboard and keep the official time. These representatives should compare records throughout the game and notify the referee at once if any discrepancy exists. The official scorebook will be accepted as correct if the matter cannot be resolved. League rules, Ohio High School Athletic Association (OHSAA) rule books and scorebooks will be at each scorer's table.
8. Basketball sizes: K-2nd grade Junior size (27.5)/3rd-8th grade Intermediate size (28.5)/HS Official size (29.5).
9. There is a jump ball at the start of each game and at the beginning of any overtime period. All calls resulting in a held ball are handled according to the alternating possession arrow policy.
10. Teams will be allowed **two** timeouts per half.
11. If a game ends in a tie, a three-minute overtime period is played. Each team receives one timeout for overtime: **no timeouts are carried over from regulation play.**
See player substitution rule 4Aii (pg. 3).
12. Running up the score will not be tolerated. Teams ahead by 15 or more points must stop pressing and pull back to the defensive basket within the three-point arc. Violation of this rule results in a two-shot technical with possession of the ball.
13. Grove City Parks and Recreation has a **zero-tolerance policy** that includes, but is not limited to, the following: fighting, physical contact, aggressive behavior towards an individual, profanity, belittlement of players. This type of behavior could result in indefinite suspension to a lifetime ban from Grove City Parks and Recreation activities.
14. Ejection Rules
 - a. **Players** – If a player gets ejected from a game by an official for any reason, he/she must leave the facility immediately. That player will not be allowed to play the following week, nor will that player be allowed into the facility for the game played during the suspension. If a player is ejected from 2 games, that player will be permanently suspended from the league.
 - b. **Coaches** – If a coach gets ejected from a game by an official for any reason he/she must leave the facility immediately. That coach will be suspended for the next game on the schedule. A coach that gets ejected twice in the same season will be immediately removed from the league. All coaches need to remember to act responsibly and be role models for the children participating in this program. Any coach who does not follow the Coaches Code of Conduct may be subject to penalty.
 - c. **Parents** – If a parent gets ejected from a game by an official for any reason, he/she must leave the facility immediately. That parent will not be permitted to attend the next game on the schedule. It is important that parents act responsibly as fans.

Grove City Parks & Recreation Specific

1. **Listed below are game lengths for each grade:**
 - K-1st Grade Boys - Games consist of (4) **6-minute quarters and a running clock.**
 - 2nd Grade Boys - Games consist of (4) **6-minute quarters and a running clock.**
 - K-2nd Grade Girls - Games consist of (4) **6-minute quarters and a running clock.**
 - 3rd Grade Boys - Games consist of (4) **6-minute quarters and a running clock. The clock stops the last 1 minute of each quarter.**

- 3rd/4th Grade Girls - Games consist of (4) **6-minute quarters and a running clock. The clock stops the last 1 minute of each quarter.**
- 4th-12th Grade Girls/Boys - Games consist of (4) **8-minute quarters and a running clock. Note: The clock will not stop on free throws, except the last minute of each quarter when the clock stops on all free-throws, out-of-bounds, dead balls and timeouts.**
- 7th-12th Grade Girls and 9th-12th Grade Boys:
- **If a team is losing by 20 or more points with 2 minutes or less in the 4th quarter, the game is over.**

Attention scorekeepers: The clock is stopped by an official if an injury or timeout is called and is restarted per the official when the ball is inbounded.

There will be 2 referees certified through the OHSAA for each game except for the following leagues that will have one referee: K-1st grade boys, 2nd grade boys, 3rd grade boys, K-2nd grade girls and 3rd-4th grade girls.

- Listed below are rules regarding pressing for each league:
 - K-1st, 2nd Grade Boys: No pressing beyond the frontcourt foul line extended.
 - K-2nd Grade Girls: No pressing beyond the frontcourt foul line extended.
 - 3rd Grade Boys: No pressing beyond the half court line.
 - 3rd-4th Grade Girls: No pressing beyond the half court line.
 - 4th, 5th, 6th Grade Boys: No pressing beyond the half court line, except last 2 minutes of game.
 - 7th, 8th Grade Boys: No pressing beyond the backcourt foul line extended, except last 2 minutes of game.
 - 5th, 6th Grade Girls: No pressing beyond the half court line, except last 2 minutes of game.
 - 7th-12th Grade Girls: No pressing beyond the backcourt foul line extended, except the last 2 minutes of game.

NOTE: The 2-minute rule is also applied to overtime periods.
- Substitution rules should be followed as outlined.
 - All players must play a minimum of 2 complete quarters per game. No player shall play 3 quarters or more in any game until all other players have played 2 quarters. The same player may not play three quarters in consecutive weeks.**
 - Coaches are to keep players in for the full quarter unless circumstances arise that prevent it. Substitutions of players can be made for the following reasons:
 - Injury/Illness or Fouling Out:** If the player being substituted for has played less than half the quarter at the time of injury/illness, he/she may re-enter that quarter if possible. In this case, the player that substituted for that injured/ill player is not charged any time. Coaches must rotate each player on the team when making substitutions for a player that fouls out or has an injury/illness. This will allow for different players to play throughout the year when this situation occurs. Remember, coaches cannot split playing time between players during any quarter. A player starting a quarter must finish the quarter unless he/she fouls out or has an injury/illness.
 - Overtime: The overtime period is NOT an extension of the 4th quarter.** Any eligible player may begin the overtime period. **However, each overtime period played will count as a quarter.** Again no players should play 4 quarters until all players have played 3 quarters. Please make sure to allow all players the same number of quarters if overtime continues after the first overtime. Proper rotation of players must be followed in this instance (see above substitution rule).

- iii. Prior to the completion of the first quarter, any player arriving late will play 2 full quarters. Any player arriving after the start of the 2nd quarter only has to play 1 full quarter unless the coach decides to play him/her 2 full quarters.
4. The foul line is moved closer to the basket for some leagues. The distance shall be moved to the second hash mark from the foul line or approximately 10 feet from the rim if no hash marks are present. The following leagues are affected by this rule: **K-1st grade boys, 2nd grade boys, 3rd grade boys, 4th grade boys, K-2nd grade girls, 3rd/4th grade girls and 5th/6th grade girls. Note: 4th grade boys and 5th/6th grade girls should shoot from the regulation free throw line, if possible.**
5. The following leagues are required to play a man-to-man defense: **K-1st grade boys, 2nd grade boys, K-2nd grade girls, 3rd grade boys, and 3 and 4th grade girls.** Please try to prevent double teaming to allow the game to run more smoothly. To make this easier, coaches will receive 5 different color wrist bands so players on the floor can see who they match up with on the opposite team. **Home team has priority when it comes to matching up players wristbands in the 1st and 3rd quarter. Visitors have priority in the 2nd and 4th quarter.** Coaches, they are yours to take home and wash for the next game.
6. All other leagues can implement both a man-to-man defense and a zone defense at any time. However, in the K-1st grade boys, 2nd grade boys and K-2nd grade girls there is no stealing of the ball from someone dribbling or holding the ball. It is legal for a ball to be stolen on a pass, shot or loose ball. It is the sole responsibility of the official to monitor this rule at his/her discretion.
7. The rim heights are as follows:
- K-1st Grade Boys, 2nd Grade Boys and K-2nd Grade Girls - 8-foot rim
 - 3rd Grade Boys and 3rd and 4th Grade Girls - 9-foot rim
 - All other leagues - 10-foot rim
8. **League specific rules for K-1st Grade Boys, 2nd Grade Boys, K-2nd Grade Girls - ONLY**
- A. Prior to the start of each game, each team will have players shoot 1 foul shot and 1 layup. Unfortunately, some children will not touch the ball once play begins. These rules are in place to give each child at least one opportunity to shoot a layup and foul shot before play begins. **Please emphasize team play at all times!**
- B. All players are limited to a total of 14 recorded points per game, not including the pre-game totals. Once a player achieves 14 points the official and coach will be notified. This is to assure team play!
- C. There is a 6-minute running clock with no score kept on the scoreboard. The scoreboard is there solely for keeping track of time. If the score is being kept on the board, the scoreboard will be removed from Monterey and the time will be kept by the official. There should be one volunteer keeping a scorebook to monitor individual points. If a player scores over 14 points please notify the official. There shall be no keeping of a running score or yelling out the score of any kind.