

# **BURLINGTON COUNTY RECREATION BASKETBALL LEAGUE**

## **2017-2018 BASKETBALL BY-LAWS**

The Air Force Youth Sports Programs manual is the governing directive for our Youth Sports Programs. It is supplemented to govern the McGuire AFB, Pemberton Recreation Youth Basketball and Eastampton Basketball Program for the 2017-2018 season, as follows:

### **ARTICLE 1**

#### **LEAGUE AND POLICY INVOLVEMENT**

The 2017-2018 youth basketball season will be conducted solely as an activity of, by, and for the Joint Base MDL community along with Pemberton Township and Eastampton. It will be administered through community actions involving Youth Programs' direction and guidance. The Youth Programs are tasked with ultimate responsibility for the administration and conduct of the program and will therefore have complete authority in the overall and final affairs of the program. These policies reflect the community's and Youth Programs' primary means of governing the program.

#### **SPECIAL NOTE**

It is agreed to by all parties/league directors involved that we divide our teams according to our "Fair Play for All" Rule. This rule states that each team per division shall be made with the talent levels divided as equally as possible amongst said teams. The talent level shall be determined at pre-season skill assessments. This will ensure 'Fair Play' for all participants. Any violation of the above rule by league directors shall warrant the team in question being ineligible for post-season tournament play.

#### **COACHES ARE THE HEART OF YOUTH SPORTS**

The interaction of the coaches and players, the ability to teach game skills at the appropriate level, and the effects of the coach's action on the players can create and impression that young athletes will remember for the rest of their lives. For these reasons, coaches should be reminded of the positive impact they have on young athletes. In no way should coaches be expected to disregard winning; however, they should put winning in perspective to what they are trying to teach the youngsters.

### **ARTICLE II**

#### **LEAGUE ORGANIZATION**

##### **2017-2018 Basketball Age Divisions**

**K& 1<sup>st</sup> Grades - Pee Wee Co-Ed Basketball - (Eastampton In-house) (Pemberton & JBMDL)**  
**2<sup>nd</sup> & 3<sup>rd</sup> Grades - Rookies Co-Ed Basketball - (Pemberton & Eastampton) (JBMDL In-house)**  
**4<sup>th</sup> & 5<sup>th</sup> Grades - Minor Boys Basketball**  
**4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> Grade Girls - Minor Girls Basketball**  
**6<sup>th</sup> & 7<sup>th</sup> Grades - Junior Boys Basketball**  
**8<sup>th</sup> & 9<sup>th</sup> Grades - Major Boys Basketball**  
**7<sup>th</sup>, 8<sup>th</sup> & 9<sup>th</sup> Grade Girls - Major Girls Basketball**

## GENERAL

- A. PLAYER PARTICIPATION:** Every player in the Pee Wee, Rookie, Minor, Junior and Major (girls and boys) leagues must play AT LEAST 16 minutes per game. The league has determined that no roster shall contain more than 10 players per team. The intent of this rule is to play each player as much as possible. Players cannot play on another team in the league. If this occurs, the team will forfeit the game. If one team has only four players at the designated start time of a game, the game will begin, and each team will play four on four until more players show up. Five on five basketball will only be played once each team has at least five players.
- B. SUBSTITUTIONS:** Substitution in the Minors, Juniors and Majors will only be made at the referee's 5-second timeout which will take place between the 5:15 to 5:45 mark of each quarter. The clock worker will stop the clock to sound the buzzer and then clock resumes when 5 seconds are exhausted. This rule is to ensure that the objectives of Youth Sports are met for each child participating as every child is required to play 16 minutes in each game. There will be no substitutions during time outs. The only exceptions are as follows:
1. A player is sick or injured.
  2. A player has had disciplinary problems.
  3. A player missed practices on a repeated basis.
  4. There are only six players present for that game.
  5. Both coaches and officials must be made aware of special circumstances (as mentioned above) in regards to a specific player not receiving the minimum playing requirement, prior to the start of the game.
- C. LEAGUE STANDINGS:** Teams will receive a score of 3 for a win, 0 for a loss and 1 for a tie. Standings are used to determine playoff brackets. All teams receive a bid into the playoffs.
- D. CONDUCT:** All spectators, coaches, and players are reminded that this is a Youth Program sponsored event and emphasis should be placed on sportsmanship, rather than winning. All coaches will take responsibility for their spectators' actions. Anyone displaying unsportsmanlike conduct that is detrimental to the game of league objectives will not be tolerated. The Youth Sports staff or officials of the game will have the authority to ask any disruptive individual to leave the area. Any Player, Coach, or Spectator who is ejected for unsportsmanlike conduct from a game will be suspended the next game. This suspension cannot be appealed.
- E. TECHNICAL FOULS:** A Technical Foul is a non-contact foul by a player; an intentional flagrant contact foul while the ball is dead; or a violation charged to the head coach or parent because of violations on the sideline or from bench personnel.

**Players:** Two Technical Fouls on a player during a game results in ejection for the remainder of the game. Any player who receives two Technical Fouls during one game and is ejected will also be subject to possible further suspension during the season as decided by League Directors.

**Coaches:** One Technical Foul on a coach during the season results in suspension for the remainder of the game PLUS 1 game. Two Technical Fouls on a coach in one season results in expulsion/removal from the league.

**Parents:** One Technical Foul on a parent results in removal from the game. Two Technical Fouls on a parent results in expulsion from the games for the remainder of the season.

- F. OVERTIME PERIOD:** In the event of a tie at the end of regulation play, an overtime period of 2 minutes will be played. The game clock will stop on all whistles. In the event that overtime play concludes with a tied score, the game will be over. Each team will have one full timeout at the start of overtime.
- G. TIME BETWEEN GAMES:** Clock keeper will set the clock for 3 minutes at the conclusion of the game. Once these 3 minutes are exhausted, the next game begins.
- H. TOURNAMENT PLAY:** All teams participating in the league will play in the post season tournament. The tournament's seeding will be done by the league Directors. The tournament will be a single elimination format. Tournament Championship games will move annually between the 3 participating towns.

### **ARTICLE III PROGRAM SAFETY**

- A. Reference Youth Sports Manual, Chapter 8.**
- B. Safety is a primary factor in the success of any youth sports program**
- The application of common sense and common courtesy while competing will eliminate 95% of all game and practice accidents
  - Knowledge of the game, the playing rules, and their intent are necessary to protect the youth from injury
  - Constant and effective control and supervision is by far the most effective preventative safety practice in youth sports
  - Warm-up periods. Especially stretching, before any contests to prepare and improve muscle tone and reflexes are mandatory
  - In the games of basketball:
    - ◆ Athletic shoes must be worn
    - ◆ Jewelry, for example: necklace, earrings, rings, watches, etc., is prohibited
    - ◆ Long fingernails which would scratch, cut or stab the eyes are prohibited
    - ◆ As in all running games, adequate rest periods are necessary to avoid overexertion
    - ◆ Players should replenish body liquids during and after games
    - ◆ Eyeglasses must be secured with a safety strap
    - ◆ Athletic supporters are highly encouraged for male participants

**Please note that food and beverages are not allowed in the gyms. Players may have water bottles.**

### **ARTICLE IV RECOGNITION OF PLAYERS**

- A. Reference Youth Sports Manual, Chapter 15.**
- B. Program awards and recognition may be part of the youth sports program; however, their importance must be kept in perspective and minimized. Conduct programs for the fun of participation.**
- C. Team/Individual Awards: Recognize players who demonstrate participation, a job well done, good sportsmanship, and the teams/players that have succeeded in team performance.**
- D. Participation Awards: Giving patches/certificates to all players for participation is encouraged.**



# EASTAMPTON YOUTH BASKETBALL RULES

## Pee Wee Division (K & 1<sup>st</sup> Grades)



### 1. The Spirit of the Game

- A. Players should always display cooperation and sportsmanship.
- B. Never forget that your opponent is also a fellow athlete on the court.
- C. Players deliberately acting in an unsportsmanlike manner will be removed from the game.
- D. Any spectators or coaches acting in an unsportsmanlike manner will be removed from the gym.

### 2. The Game

- A. **Game Length:** Four 8-minute quarters with a running clock. Time and scorekeepers will be provided. There will be a 1-minute break between each quarter, and a 4-minute half time break.
- B. **Time-outs:** Coaches are given two timeouts per half; timeouts do not carry over into the second half.
- C. **Substitutions:** Made at the 4:00 minute mark of each quarter and between quarters. (Read general rules for exceptions.)
- D. **Player Participation:** Each player must play half the game.
- E. **Coaches:** The Pee Wee league is a developmental program. 2 coaches will be allowed on the floor, walking the sideline only, to instruct their players during the game as long as it DOES NOT interfere with the players playing the game/flow of the game. No coaches are allowed under the baskets. **Scores and standings will be kept by League Directors for all teams. Coaches may only approach the scorer's table during a stoppage in game time.**

Each floor coach is responsible to guide the players and be lenient with the enforcement of any major violation of the rules.

- F. **Equipment:** Eight-foot baskets (when permitted) and a junior-size (28.5) ball will be used.

### 3. Playing Rules

- A. **Dribbling:** Coaches will teach the proper rules for dribbling such as double dribble, traveling, and palming. The penalty for these violations will vary depending on the frequency of the violation.
- B. **5 Second Lane Violation:** Lane violations will be called if players are in the paint for longer than five seconds. It is important that the coaches let players know that they have to keep moving.
- C. **Jump Ball:** There will be **no** jump balls. All games will begin with the home team in possession of the ball; all subsequent jump balls will be alternating possession.
- D. **Fouls:** When contact occurs between two opponents, the coaches will stop play, instruct player on proper defensive play, and resume. Possession does not change. Please keep players under control for the safety of all players.
- E. **Full Court Press: IS NOT PERMITTED**
- F. **Steals:** stealing of a dribble is NOT permitted. Defense must guard dribbler with hands straight up. Stealing of a pass IS permitted.

### 4. Defensive Line

- A. The defensive line is the three point arch or top of the key. Defense is not permitted to pick up at ½ court.
- B. When the offense gains possession of the ball in the back court, the defense must retreat behind their designated defensive line. The defense must remain behind their line until the ball carrier completely crosses said defensive line.

### 5. Fast Breaks

There will be **no Fast Breaks** in the PeeWee basketball league. On a steal, rebound, or inbounds, offense must wait for defense to get back before proceeding up court.

### 6. Coaches

- A. Will be a positive role model for his/her team players, parents, and fans.
- A. Will demonstrate self-control and a positive attitude regardless of the team's performance.
- B. Assist the sports department in controlling the parents and spectators supporting their team.
- C. Ensure that his/her coaching efforts are equally distributed among players.
- D. Please have your team off the playing court & bench area immediately after your activity.
- E. Do not give out drinks (except water) or snacks in the gym area
- F. **KEEP IT BASIC!**

#### Other Rules Pertaining to Eastampton Pee Wee Teams

**OVERTIME PERIOD:** In the event of a tie at the end of regulation play, an overtime period of 2 minutes will be played. The game clock will stop on all whistles. In the event that overtime play concludes with a tied score, the game will be over. Each team will have one full timeout at the start of overtime.

**MERCY RULE AMENDMENT:** If one team is leading the other team by 15 or more points, the scoreboard will not display the score any longer, but the game clock will be displayed. The official scorebook will continue to keep score. If the team that is behind, gains within 15 points, then the scoreboard will display the score again. As long as there is a 15 or more point lead, the clock will continue to run and will not stop on each whistle.



# **EASTAMPTON-WESTAMPTON/PEMBERTON**

## **YOUTH BASKETBALL RULES**

### **Rookies (2<sup>nd</sup> & 3<sup>rd</sup> Grades)**



#### **1. The Spirit of the Game**

- E. Players should always display cooperation and sportsmanship.
- F. Never forget that your opponent is also a fellow athlete on the court.
- G. Players deliberately acting in an unsportsmanlike manner will be removed from the game.
- H. Any spectators or coaches acting in an unsportsmanlike manner will be removed from the gym.

#### **2. The Game**

- G. **Game Length:** Four - eleven (11) minute quarters with a running clock. A timekeeper and scorekeeper will be provided for all games. There will be a 1-minute break between each quarter, and a 3-minute half time break.
  - H. **Time-outs:** Coaches are given two timeouts per half; timeouts do not carry over into the second half.
  - I. **Substitutions:** Made at the 5:15-5:45 time period (clock stopped to sound buzzer and then resume in 5 seconds) of each quarter and between quarters. (Read general rules for exceptions.)
  - J. **Player Participation:** Each player must play 16 minutes per game. If have 7 or more players, every player must sit a minimum of 1 substitution period each half.
  - K. **Coaches:** The Rookie Division is a developmental program. Coaches will be allowed to instruct their players during the game as long as it does not interfere with the players playing the game. Coaches are permitted to stand in their area only. Coaches ARE NOT permitted to be under the baskets at any time during the game. **Scores and standings will be kept by League Directors for all teams. Coaches may only approach the scorer's table during a stoppage in game time.**
- Each floor coach is responsible to guide the players and be lenient with the enforcement of any major violation of the rules.
- L. **Equipment:** Ten-foot baskets and a Women's size (28.5) ball will be used.

#### **3. Playing Rules**

- G. **Dribbling:** Coaches will teach the proper rules for dribbling such as double dribble, traveling, and palming. Players may only stop and restart dribbling 2 times before a turnover is enforced. Absolutely NO RUNNING without dribbling will be allowed. Player is reset from point of origin and instructed to dribble.
- H. **5 Second Lane Violation:** Lane violations will be called if players are in the paint for longer than five seconds. It is important that the coaches let players know that they have to keep moving. Tallest player may not "Camp-Out" in the lane looking for a lob pass, as this is not teaching proper basketball rules.
- I. **Jump Ball:** All games will begin with a center court Jump Ball; all subsequent jump balls will be alternating possessions.
- J. **Fouls:** When contact occurs between two opponents, the coaches will stop play, instruct player on proper defensive play, and the other team player that was fouled will be given the opportunity to shoot foul shots from the 2<sup>nd</sup> hash mark from foul line. All player fouls will be kept in the official scorebook. Players will be fouled out of the game if and when they reach five fouls.
- K. **Full Court Press: IS NOT PERMITTED**
- L. **Steals:** stealing of a dribble is not permitted. Defense must guard dribbler with hands straight up. Stealing of a pass IS permitted.
- M. **Inbounds:** players must in-bound the ball along the baseline after a made basket.

#### **4. Defensive Line**

- C. The defensive line is the three point arch or top of the key. Defense is not permitted to pick up at ½ court. Offensive team has 5 seconds to advance the ball inside the 3pt arch. There is no stalling or holding the ball outside the defensive line in order to delay the game. 1<sup>st</sup> violation will be a warning. Subsequent violations will result in a turnover. When there is 2 minutes left in the game, each team will be permitted to ½ court press AND fast break.
- D. When the offense gains possession of the ball in the back court, the defense must retreat behind their designated defensive line. The defense must remain behind their line until the ball carrier completely crosses said defensive line. If it is within the last two minutes of the game, the defense may pick up at ½ court, and fast breaking is permitted.

#### **5. Fast Breaks**

There will be **no fast breaks** in the Rookie basketball league. **Exception:** Last 2 minutes of the game teams are allowed to fast break & ½ court press.

#### **6. Coaches**

- A. Will be a positive role model for his/her team players, parents, and fans.
- B. Do not give out drinks (except water) or snacks in the gym area.
- C. KEEP IT BASIC.

#### **Other Rules Pertaining to Eastampton/Westampton and Pemberton Rookie Teams**

**OVERTIME PERIOD:** In the event of a tie at the end of regulation play, an overtime period of 2 minutes will be played. The game clock will stop on all whistles. In the event that overtime play concludes with a tied score, the game will be over. Each team will have one full timeout at the start of overtime.

**MERCY RULE AMENDMENT:** If one team is leading the other team by 15 or more points, the scoreboard will not display the score any longer, but the game clock will be displayed. The official scorebook will continue to keep score. If the team that is behind gains within 15 points, than the scoreboard will display the score again. As long as there is a 15 or more point lead, the clock will continue to run and will not stop on each whistle.



## EXCEPTIONS TO NATIONAL FEDERATION HIGH SCHOOLS RULES:

### EASTAMPTON/JBMDL/PEMBERTON YOUTH BASKETBALL RULES

#### Minor Boys (4<sup>th</sup> & 5<sup>th</sup> Grades) & Minor Girls (4<sup>th</sup>, 5<sup>th</sup> & 6<sup>th</sup> Grades)

- **CLOCK:** Running clock of 4 - eleven (11) minute quarters. Clock will stop only for timeouts and injuries. Game clock will stop for all whistles during the last 2 minutes of the 4<sup>th</sup> quarter only.
- **HALF-TIME:** 3 minutes. 1 minute between quarters.
- **BASKETBALL:** The 28.5 basketball will be used.
- **BASKET HEIGHT:** 10 foot regulation baskets are used.
- **TIMEOUTS** - 2 per half; each lasts 1 minute; no carryovers. 1 timeout in overtime.
- **COACHES** - Only 1 coach is allowed to stand at a time. The first time reminded about this rule by a referee is a warning. The second time will result in a technical. **Scores and standings will be kept by League Directors for all teams. Coaches may only approach the scorer's table during a stoppage in game time.**
- **DEFENSE** - 1/2 Court Defense. Defensive players will not be permitted to approach the offensive team's ball carrier until that ball carrier has advanced over the half court line with the ball. Full Court Press IS allowed the last 2 minutes of each half. If a team is leading by 15 or more points there is no pressing. If not compliant to this rule, the coach will get a warning. 2<sup>nd</sup> offense will result in a Technical Foul.
- Teams have 10 seconds to advance ball past mid-court.
- **FOULS** - Players foul out on their 5<sup>th</sup> personal foul. Team is in the bonus (1and1) on the 7<sup>th</sup> team foul per half; Double Bonus (2 shots) on the 10<sup>th</sup> team foul per half.
- **FOUL SHOTS** - The lane hash mark closest to the foul line will be used for all foul shots. No penalty for jumping over.
- **LANE VIOLATION:** 5 seconds in the lane rule.
- **PLAYER PARTICIPATION:** Each player must play 16 minutes per game. If have 7 or more players, every player must sit a minimum of 1 substitution period each half.
- **SUBSTITUTIONS:** will only be made at the referee's 5 second timeout which will take place between the 5:15 to 5:45 mark of each quarter and between each quarter. This rule is to ensure that the objectives of Youth Sports are met for each child participating, and that we don't waste valuable playing time on substitutions. A coach does not have to clear the bench at the substitution point, but league rules state a player **MUST** play 3/8 of the game. (Read general rules for exceptions.)
- **OVERTIME PERIOD:** In the event of a tie at the end of regulation play, an overtime period of 2 minutes will be played. The game clock will stop on all whistles. In the event that overtime play concludes with a tied score, the game will be over. Each team will have one full timeout at the start of overtime.
- **MERCY RULE:** If one team is leading the other team by 20 or more points, the scoreboard will not display the score any longer, but the game clock will be displayed as a running clock. The official scorebook will continue to keep score. If the team that is behind, gains within 20 points, than the scoreboard will display the score again. **As long as there is a 20 or more point lead, the clock will continue to run and will not stop on each whistle.**
- No team is permitted to practice during the week of playoffs.

**\*\*SPECIAL NOTE-** Substitutions are **NOT** a timeout. Coaches must have players ready to come in at the 5:15 minute mark. Officials are instructed to take only 5 seconds to allow for changes and resume play, regardless if team is ready.

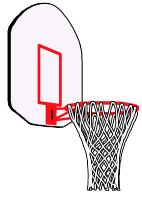


## EXCEPTIONS TO NATIONAL FEDERATION HIGH SCHOOLS RULES:

### **JUNIOR BOYS (6<sup>th</sup> & 7<sup>th</sup> Grades)**

- **CLOCK:** Running clock of 4 - eleven (11) minute quarters. Clock will stop only for timeouts and injuries. Game clock will stop for all whistles during the last 2 minutes of the 4<sup>th</sup> quarter only.
- **HALF-TIME:** 3 minutes. 1 minute between quarters.
- **BASKETBALL:** Regulation (29.5) ball for Junior Boys.
- **BASKET HEIGHT:** 10 foot regulation baskets are used.
- **TIMEOUTS:** 2 per half; each lasts 1 minute; no carryovers. 1 timeout in overtime.
- **COACHES:** Only 1 coach is allowed to stand at a time. The first time reminded about this rule by a referee is a warning. The second time will result in a technical. **Scores and standings will be kept by League Directors for all teams. Coaches may only approach the scorer's table during a stoppage in game time.**
- **DEFENSE:** 1/2 Court Defense. Defensive players will not be permitted to approach the offensive team's ball carrier until that ball carrier has advanced over the half court line with the ball. Full Court Press **IS** allowed the last 2 minutes of the 2<sup>nd</sup> quarter and **ALL** of the 4<sup>th</sup> quarter. If a team is leading by 15 or more points there is no pressing. If not compliant to this rule, the coach will get a warning. 2<sup>nd</sup> offense will result in a Technical Foul.
- Teams have 10 seconds to advance ball past mid-court.
- **FOULS:** Players foul out on their 5<sup>th</sup> personal foul. Team is in the bonus (1and1) on the 7<sup>th</sup> team foul per half; Double Bonus (2 shots) on the 10<sup>th</sup> team foul per half.
- **FOUL SHOTS:** Regulation Free Throw line is used. Violation for crossing line before ball hits the rim.
- **LANE VIOLATION:** 3 seconds in the lane rule.
- **PLAYER PARTICIPATION:** Each player must play 16 minutes per game. If have 7 or more players, every player must sit a minimum of 1 substitution period each half.
- **SUBSTITUTIONS:** will only be made at the referee's 5 second timeout which will take place between the 5:15 to 5:45 mark of each quarter and between each quarter. This rule is to ensure that the objectives of Youth Sports are met for each child participating, and that we don't waste valuable playing time on substitutions. A coach does not have to clear the bench at the substitution point, but league rules state a player **MUST** play 3/8 of the game. (Read general rules for exceptions)
- **OVERTIME PERIOD:** In the event of a tie at the end of regulation play, an overtime period of 2 minutes will be played. The game clock will stop on all whistles. In the event that overtime play concludes with a tied score, the game will be over. Each team will have one full timeout at the start of overtime.
- **MERCY RULE:** If one team is leading the other team by 20 or more points, the scoreboard will not display the score any longer, but the game clock will be displayed as a running clock. The official scorebook will continue to keep score. If the team that is behind, gains within 20 points, than the scoreboard will display the score again. **As long as there is a 20 or more point lead, the clock will continue to run and will not stop on each whistle.**
- No team is permitted to practice during the week of playoffs.

**\*\*SPECIAL NOTE- Substitutions are NOT a timeout. Coaches must have players ready to come in at the 5:15 minute mark. Officials are instructed to take only 5 seconds to allow for changes and resume play, regardless if team is ready.**



## EXCEPTIONS TO NATIONAL FEDERATION HIGH SCHOOLS RULES:

### MAJOR BOYS (8<sup>th</sup> & 9<sup>th</sup> Grades) MAJOR GIRLS (7<sup>th</sup>, 8<sup>th</sup> & 9<sup>th</sup> Grades)

- **CLOCK:** Running clock of 4 - eleven (11) minute quarters. Clock will stop only for timeouts and injuries. Game clock will stop for all whistles during the last 2 minutes of the 4<sup>th</sup> quarter only.
- **HALF-TIME:** 3 minutes. 1 minute between quarters.
- **BASKETBALL:** Regulation (29.5) ball for Major Boys and 28.5 for girls.
- **BASKET HEIGHT:** 10 foot regulation baskets are used.
- **TIMEOUTS:** 2 per half; each lasts 1 minute; no carryovers. 1 timeout in overtime.
- **COACHES:** Only 1 coach is allowed to stand at a time. The first time reminded about this rule by a referee is a warning. The second time will result in a technical. **Scores and standings will be kept by League Directors for all teams. Coaches may only approach the scorer's table during a stoppage in game time.**
- **DEFENSE:** Full-Court Press IS allowed, unless leading by 15pts. At which point a team must retreat and pick up at half court. If not compliant to this rule, the coach will get a warning. 2<sup>nd</sup> offense will result in a Technical Foul.
- Teams have 10 seconds to advance ball past mid-court.
- **FOULS:** Players foul out on their 5<sup>th</sup> personal foul. Team is in the bonus (1and1) on the 7<sup>th</sup> team foul per half; Double Bonus (2 shots) on the 10<sup>th</sup> team foul per half.
- **FOUL SHOTS:** Regulation Free Throw line is used (cannot cross).
- **LANE VIOLATION:** 3 seconds in the lane rule.
- **PLAYER PARTICIPATION:** Minimum play rule will be 16 minutes per game. If have 7 or more players, every player must sit a minimum of 1 substitution period each half.
- **SUBSTITUTIONS:** Will only be made at the referee's 5 second timeout which will take place between the 5:15 to 5:45 mark of each quarter and between each quarter. This rule is to ensure that the objectives of Youth Sports are met for each child participating, and that we don't waste valuable playing time on substitutions. A coach does not have to clear the bench at the substitution point, but league rules state a player **MUST** play 3/8 of the game. (Read General rules for exceptions.)
- **OVERTIME PERIOD:** In the event of a tie at the end of regulation play, an overtime period of 2 minutes will be played. The game clock will stop on all whistles. In the event that overtime play concludes with a tied score, the game will be over. Each team will have one full timeout at the start of overtime.
- **MERCY RULE AMENDMENT:** If one team is leading the other team by 20 or more points, the scoreboard will not display the score any longer, but the game clock will be displayed as a running clock. The official scorebook will continue to keep score. If the team that is behind, gains within 20 points, than the scoreboard will display the score again. **As long as there is a 20 or more point lead, the clock will continue to run and will not stop on each whistle.**
- No team is permitted to practice during the week of playoffs.

**\*\*SPECIAL NOTE-** Substitutions are NOT a timeout. Coaches must have players ready to come in at the 5:15 minute mark. Officials are instructed to take only 5 seconds to allow for changes and then resume play, regardless if team is ready.

## **YOUTH BASKETBALL DIRECTORS & COORDINATORS**

### **Joint Base Youth Sports Director**

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**Check out the web for league updates, standings,  
And weather cancellations!**

**<http://www.westampton.com/recreation/bb-youth.html>**