FFY Athletics - Youth Basketball League Rules

Updated - July 7, 2022

- The players on each team must have the same amount of playing time each game. The players will not be penalized for missing practices or games. The youth basketball program at Foundation For Youth is a recreational league focusing on fundamentals and having fun.
- 2. The players, coaches, and spectators will not complain to (or about) the officials. The coaches receiving a technical foul will be charged \$50 for the first and \$75 for the second and all subsequent technical.

The Athletic Director can give out further suspensions when deemed appropriate.

The players receiving a technical foul(s):

First Offense – **Half Game** Suspension Next Game Second Offense – **Full Game** Suspension Next Game Third Offense – The player will meet with the Athletic Director.

- 3. We will not tolerate foul language or trash talking. The coaches are expected to speak to players in a respectful way and not talk down to them.
- 4. A player, coach or spectator displaying poor sportsmanship will be asked to leave the facility.
- 5. The players are required to wear the blue and white FFY jersey. You only have to purchase a jersey one time and can trade it in as you need a bigger size.
- 6. A team may start a game with four players, but must forfeit if they drop below four during the game regardless of the score.
- 7. Foundation For Youth does not recognize protests. The decision of the game officials will be final.
- 8. We use the 24 HOUR RULE for all FFY Athletics.
 - The volunteer coaches, officials, Athletic Director, and scorekeepers will not discuss game situations until at least 24 hours after the game.
 - This rule helps to move the discussion away from the presence of the players and allows all parties to have time to put things in perspective and "cool off" if necessary.
- 9. The players must remain seated at their bench during the game except for time outs and halftime break.

The coaches are not allowed on the playing floor unless beckoned by a game official. We only allow the coaches listed on the season packet to be sitting on the bench.

10. Indiana High School Athletic Association (IHSAA) rules apply in all other situations not stated.

Grades K-2 Division Rules

Game Format:

- 4 Quarters
- 10 Minutes Each
- 3 Minute Halftime
- The game will use a running clock except for time outs.

- A two (2) minute overtime period will be played if the game is tied at the end of regulation.
- A second two (2) minute overtime will be played if the game is still tied.
- A sudden death overtime will follow with the team scoring first to be declared the winner if the score is tied once again.
- 1. The games will be played on half-court, going across using the side goals.
- 2. The players will use a 27" or 27.5" ball and shoot on an 8 foot goals.
- 3. The players will wear color wrist bands to aid in knowing whom to guard. The coaches will match up players before each quarter and remind players to only guard their matching wristband color.
- 4. **Slow Break Rule** The ball cannot cross the mid-court line until all defensive players have entered the front court, and the ball has to be dribbled across the mid-court.
- 5. The games will be officiated by Junior Referees when available or the volunteer coaches.
- The score will be kept by an FFY Employee using the gymnasium scoreboards. The score will not be kept if a team is up by 20 points. The score will not be kept until the team is within a 20 point difference.
- 7. A team will receive three timeouts per game.
- 8. The teams will be awarded one additional time out for each overtime period.

Grades 3-4 Division Rules

Game Format:

- 4 Quarters
- 10 Minutes Each
- 3 Minute Halftime
- The game will use a running clock **except** for *free throws*, *time outs* and *the last two minutes of the game*.
 - The last two minutes of the game will be played using a running clock if a team is ahead by 20 or more points.

- A two (2) minute overtime period will be played if the game is tied at the end of regulation.
- A second two (2) minute overtime will be played if the game is still tied.
- A sudden death overtime will follow with the team scoring first to be declared the winner if the score is tied once again.
- 1. The game will be played full court, using a 28.5" ball and 10 foot goals.
- 2. The players may choose to shoot free throws from either 12 foot or 15 foot line.
- 3. The teams in this division may employ zone defense or man to man defense, but no defense in the backcourt and no double teaming during the game, except in the paint.
- 4. A team will receive three timeouts per game. The teams will be awarded one additional time out for each overtime period.
- 5. We allow three point field goals in this division.
- The score will be kept by an FFY Employee using the gymnasium scoreboards. The score will not be kept if a team is up by 30 points. The score will not be kept until the team is within a 30 point difference.
- 7. The Athletic Director will keep score and standings and use those to make the end of the season tournament brackets.

Grades 5-6 Division Rules

Game Format:

- 4 Quarters
- 10 Minutes Each
- 3 Minute Halftime
- The game will use a running clock **except** for *free throws*, *time outs* and *the last two minutes of the game*.
 - The last two minutes of the game will be played using a running clock if a team is ahead by 20 or more points.

- A two (2) minute overtime period will be played if the game is tied at the end of regulation.
- A second two (2) minute overtime will be played if the game is still tied.
- A sudden death overtime will follow with the team scoring first to be declared the winner if the score is tied once again.
- 1. The game will be played full court, using a 28.5" ball and 10 foot goals.
- 2. The players must shoot free throws from the 15 foot line.
- 3. The teams may employ any offensive and defensive set including full court press, half court traps, zone defense and man to man defense.
- 4. A team cannot full court press if they are ahead by 10 or more points at any time during the game.
- 5. A team will receive three timeouts per game. The teams will be awarded one additional time out for each overtime period.
- 6. We allow three point field goals in this division.
- 7. The score will be kept by an FFY Employee using the gymnasium scoreboards. The score will not be kept if a team is up by 30 points. The score will not be kept until the team is within a 30 point difference.
- 8. The Athletic Director will keep score and standings and use those to make the end of the season tournament brackets.

Grades 7-8 Division Rules

Game Format:

- 2 Halves
- 20 Minutes Each
- 3 Minute Halftime
- The game will use a running clock **except** for *free throws, time outs* and *the last two minutes of the game.*
 - The last two minutes of the game will be played using a running clock if a team is ahead by 20 or more points.

- A two (2) minute overtime period will be played if the game is tied at the end of regulation.
- A second two (2) minute overtime will be played if the game is still tied.
- A sudden death overtime will follow with the team scoring first to be declared the winner if the score is tied once again.
- 1. The game will be played full court, using a full size 29.5" ball and 10 foot goals.
- 2. The players must shoot three throws from the fifteen (15) foot line.
- 3. The teams may employ any offensive and defensive set including full court press, half court traps, zone defense and man to man defense.
- 4. A team cannot full court press if they are ahead by 10 or more points at any time during the game.
- 5. A team will receive three timeouts per game.
- 6. The teams will be awarded one additional time out for each overtime period.
- 7. We allow three point field goals in this division.
- The score will be kept by an FFY Employee using the gymnasium scoreboards. The score will not be kept if a team is up by 30 points. The score will not be kept until the team is within a 30 point difference.
- 9. The Athletic Director will keep score and standings and use those to make the end of the season tournament brackets.

Grades 9-12 Division Rules

Game Format:

- 2 Halves
- 20 Minutes Each
- 3 Minute Halftime
- The game will use a running clock **except** for *free throws, time outs* and *the last two minutes of the game.*
 - The last two minutes of the game will be played using a running clock if a team is ahead by 20 or more points.

- A two (2) minute overtime period will be played if the game is tied at the end of regulation.
- A second two (2) minute overtime will be played if the game is still tied.
- A sudden death overtime will follow with the team scoring first to be declared the winner if the score is tied once again.
- 1. The game will be played full court, using a full size 29.5" ball and 10 foot goals.
- 2. The players must shoot three throws from the fifteen (15) foot line.
- 3. The teams may employ any offensive and defensive set including full court press, half court traps, zone defense and man to man defense.
- 4. A team cannot full court press if they are ahead by 10 or more points at any time during the game.
- 5. A team will receive three timeouts per game.
- 6. The teams will be awarded one additional time out for each overtime period.
- 7. We allow three point field goals in this division.
- The score will be kept by an FFY Employee using the gymnasium scoreboards. The score will not be kept if a team is up by 30 points. The score will not be kept until the team is within a 30 point difference.
- 9. The Athletic Director will keep score and standings and use those to make the end of the season tournament brackets.