



Youth

Basketball



January - March

6 total Games

Practices at gyms around 9R, FLC, and DRC

**Games at Durango Recreation Center;
Saturdays and Sundays**

**Program Info, Schedules,
and Updates @**

DurangoRecreation.com

**Other General Inquires and
Weather Updates:
970.375.7300**

LEAGUE DETAILS:

1 Practice and 1 Game per week

Practice - All practices will be scheduled on request of the coach at gyms at Durango Recreation Center, 9R, and FLC SLC gyms.

Games -Round Robin Schedule Format with weekly games on the dedicated day for each age group. Double Headers utilized for divisions with odd numbered teams, if necessary. Total of 6 games throughout the season.

Divisions - We will combine grade levels (1st/2nd, 3rd/4th, and 5th/6th). If numbers allow, splitting up grade levels to create a full grade division may be possible. Combining for a coed league will begin in 1/2 grade level (likely roll out for older grades in future years)

Team Assignments – 1/2 and 3/4 divisions will be divided up to put gets together that are same schools, if possible, or requested coach. 5/6 grade teams will have a team placement combine to evaluate the skill and talent in the league and distribute as evenly as possible.

****** All players and coaches will be notified of team rosters following registration closure via Team Sideline app/email.

Pictures - Every Team will have a scheduled picture day with a contracted photographer. Dates will be indicated on the season calendar and offerings shared approaching those dates.

General –

1. Mandatory Equipment
 - A. Reversible Jersey. Available for \$5 @ Durango Community Recreation Center (only needs to be worn for games)
 - B. Court specific shoes. Shoes that are to only be worn in the gym. Put on once they enter the gym and removed before you leave. This helps prevent the gym floor from getting damaged and supports the safety of the player.
 - C. Shorts or Sweats
 - D. Own water bottle for practice and games
2. No one is allowed to play barefoot, *unpadded cast, hat, or jewelry.
3. Games that begin late must end on time. ie: shortened game
4. **No food to drink in the gymnasium.**

RULES & REGULATIONS:

YOUTH BASKETBALL REGULATIONS

1. BALLS

Grades 1-4 will use a junior size ball (27.5). Grades 5 and 6 will use an intermediate size (28.5)

2. RIM HEIGHTS.

1st and 2nd grade divisions will play with an 8' rim. 3rd – 6th grade will play regulation 10' rim.

3. GAMES - SCHEDULES

Game schedules will be available on Durangorecreation.com. All games will fall on a Saturday or Sunday throughout the season. Coaches must be prepared to start their games at their scheduled time. Game clock will start on time, with or without coach or team.

5. PARKS AND RECREATION PHILOSOPHY

Each coach must abide by the philosophy of the Parks and Recreation Department and its policies. You must teach the importance of *good sportsmanship* and put *winning* into *perspective*. A coach will be dismissed from the program if found guilty of abusing these privileges.

6. GAME JERSEYS

Blue/gold reversible jerseys that are used for Youth Basketball (same as Y. Soccer). \$5 – Available at Recreation Center. Teams can choose to outfit their teams in custom jerseys, they must have numbers though.

7. CONDUCT/SPORTSMANSHIP

Each coach is responsible for the conduct of his/her team and spectators. Regardless of how the officiating is or how your team competes, do not lose your composure, or EVER argue or yell at the players and/or officials. Misconduct towards officials will not be tolerated. Parents, coaches, players, and other spectators will be given a single warning only if misconduct is observed by any Parks and Recreation staff or volunteer. If another instance of misconduct should occur, the offending party will be asked to leave the facility immediately for the rest of the day. They will be given the supervisor's contact information and may discuss their suspension for the day with him should they have more questions.

8. OFFICIATING.

When possible, officials will be supplied by the Parks and Recreation Department. If spectators get aggressive or abusive with the officials, then a parent official will be required. If an official cannot be found, a coach will be required to referee. Coaches addressing officials should do so in the form of a question or an answer to a question. Parents or fans that have any altercations with referee will be removed from gym by site supervisor.

5th/6th- 2 referees, 1st-4th- 1 referee

All grades will play 5 v 5 full court.

PARKS AND RECREATION Youth Basketball Rules

Some rules have been modified to custom fit age group, please read thoroughly as differences are mentioned within the rule between age groups

1. Each quarter will be stopped half-way through for substitutions for 1/2 grade. 3rd grade and up clock will stop at each 5 min mark for substitutions. Coaches will strive to achieve as much equal playing time as possible, however participant's sportsmanship, participation at practice and attitude can reflect the amount of playing time during games. If a coach is playing the "star" player(s) predominantly through the whole game, and sitting the "non-star" participants, that coach will be warned one time. *The second offense will result in a technical.*

2. Game length:

- Running Clock-
 - Stop clock for injuries and substitution periods.
- 1st and 2nd grade 8 minutes quarters.
- 3rd Grade and up will be 20 min halves.
 - Stop Clock for last minute of 1st half and last 2 minutes of game as long score is within 14 points.
- 40 second breaks between quarters.
- 3 minute half-time.
- 2 minutes of overtime, 1 timeout allowed.

3. Time outs: 2 timeouts per half for ALL grades. Timeouts are one minute. No carry over on time outs. The substitution period in each quarter is a dead ball, **not a timeout**.

4. Fouls:

- On the 5th personal foul, that player is out of the game.
- All players 3rd grade and up must have numbers on jerseys, or numbered pinnies supplied by Parks and Recreation to help track fouls of players.
- Flagrant fouls will result in player dismissal.

*5. Free throws: Free throws will not be shot as they take up too much time with a running clock. Free throws should still be taught as that is a great way to perfect shooting fundamentals. All fouls that occur on a shot attempt will result in an automatic 1 pt for 2pt shots and 2pts for a 3-pts attempt. Made shots will result in 1 additional point.

6. Points: Each point made within the 3-point arc is 2 points and outside is 3 points.

*7. Defense: Man-to-man defense must be taught and implemented. NO ZONE DEFENSE. No full-court press! (See rule 14) Teams cannot begin defense until half court. No double-teaming outside of the key. A defender may leave his/her man to help rebound the ball.

8. Jump Ball: Will result in alternating possession.

9. Substitutions: Each coach is urged to substitute during the substitution point of each quarter. No player may play through more than two consecutive substitutions. Substitutions may also occur on dead balls.

10. Coach's Box: 3rd -6th grade-The coach and all assistants must stay in their bench area. A coach may not move freely up and down the court. Penalty: violation and turnover on offense, one point when on defense. Further violation will result in a forfeit. *Only 1/2 grade may have a coach at the baseline

11. Violations: A violation is a non-contact rule infraction by a participant or coach. A violation will be called, and the ball turned over, when:

- A. A defensive player double teams outside the lane.
- B. A defensive player defends prior to the offense bringing the ball over half court.
- C. An offensive player double dribble.
- D. An offensive player travels.
- E. An offensive player is in the lane more than 5 consecutive seconds.
- F. Calls a time out with none left.
- G. When a coach moves outside the bench area.
- H. A player, in possession of the ball, steps out of bounds.
- I. The offensive team, after crossing the half court line, crosses back over.
- J. The offense does not cross the ball over half court within 10 seconds of possession.
- K. The coach does not properly distribute equal playing time.

12. Stealing: At the 1/2 grade level only: a defensive player cannot reach in and grab the ball away from the offensive player while the offensive player has the ball under a controlled dribble or is holding the ball. Only when passing or if the ball is not in a controlled dribble can the defense take the ball. The referee will determine

what is considered a controlled dribble. Coaches may decide and agree on a no stealing format for the first couple games.

13. 5 Seconds/Defense-- All Divisions: A violation will be called if an offensive player in possession of the ball is being guarded by a defensive player and holds the ball more than 5 seconds.
14. Full Court Presses/Defense: At the 5th/6th grade level only- Only allowed when the point difference is 14 or less AND within 2 minutes of game time.
15. Setting up defense: Stealing the ball prior to setting up defense at half court will not be permitted except for the following: If a team is attempting to fast break and a player throws the ball up court in an attempt to create a fast break and erroneously throws the ball, the defense will be permitted to intercept the ball. The defense cannot steal a controlled pass if the pass is going directly to the intended player before half court.
16. Equal playing time: Equal playing time for all players is required, except for the following: If one team has 6 players and the other team has 10, the team with 6 will obviously have its players play more minutes each than the other team.
17. 3 Second Lane: No offensive player may be in the lane for more than 3 seconds or a violation will occur. The "lane" is that area between the free throw line and free throw lanes.

