

Branson Parks & Recreation
3rd – 6th Grade – Competitive Basketball Rules

1. National Federation of State High Schools (NFHS) and Missouri State High School Athletic Association (MSHSAA) rules, with exception for certain modifications made in this rule sheet, will be followed.
2. All divisions are considered recreational leagues. Those that are more competitive shall be placed in a competitive division. The league director has the discretion to move teams across divisions arbitrarily if it is in the best interest of the youth.
3. Games will consist of a 10 minute warm-up period and two 16-minute halves with a 3 minute halftime. Each team will receive two- one minute- timeouts per half with no carry over. Substitutes must report to the score table to sub in. Substitutions may be made at a dead ball only.
 - a. Players must always report to the scorer's table before entering the game, including the beginning of quarters. Following on team warning, each player who enters the game without checking in with the scorer, a technical foul will be called and two free throws awarded to the opposing team.
4. Competitive teams may determine playing time as they choose.
5. Clock runs continuously during the game, stopping only for dead balls such as time outs and injuries, until the last 2 minutes of the game, in which the clock will stop for all dead balls. If the game is tied at the end of regulation, a 2 minute regulation clock overtime period will be played. If the game remains tied at the end of the overtime period, the game will be declared a draw.
 - a. If a team is up by 20 points with two minutes remaining, the clock shall not stop.
6. Basketball size: Women's Ball (28.5 in) Goal Height: 10 feet
7. All players must have on team shirt with number to play. Jewelry must be removed for the safety. Earrings must be removed prior to the contest. NO EXCEPTIONS!
8. Game time is forfeit time. A team must have at least four players present at game time, or a forfeit will result. If game time arrives and each team has at least four players, then the game will begin.
 - a. If a team starts a game with four players, late-arriving teammates may enter during any dead ball period. Once the game begins, a team can continue to play with as few as three players (if players are injured or foul out, for example).
9. A 3 second lane violation will be called for all competitive age divisions.
10. There is a 5 foul limit per player. After the 5th foul, the player is considered to have fouled out.
11. All division will shoot from the regulation free throw line.
12. Players may only play on one team in the league.
 - a. **NOTE:** If a player plays in the competitive division he/she may not play in the recreation division and vice versa.
13. Pressing:
 - a. 3rd & 4th Grade Boys: Full court pressing is allowed.
 - i. Once a team is ahead by 15 points, players may not play defense beyond half court.
 - b. 3rd & 4th Grade Girls: Full court pressing is allowed in the final two minutes of each half.
 - i. Once a team is ahead by 15 points, players may not play defense beyond half court.
 - c. 5th & 6th Grade: Full court pressing is permitted.
 - i. Once a team is ahead by 20 points, players must play half-court defense.

14. Coaches must position themselves within the team bench. Coaches may not go outside of the bench area unless there is an injured player or play has stopped. A maximum of three coaches may be on the bench, including the head coach.
15. It is recommended for safety's sake that each player carry their playing shoes into the gymnasium and put them on once inside. Tennis shoes must be worn. No boots or street shoes will be allowed. Players will not be allowed to play in stocking or bare feet.
16. Players who conduct themselves in an unsportsmanlike manner or receive a technical foul will be required to sit the rest of the game on the bench. A second individual technical will result in ejection from the facilities and possible suspension from the program.
17. Coaches and spectators who conduct themselves in an unsportsmanlike manner will result in a technical foul for their team. If a second technical foul is received, he or she will be ejected from the facility immediately and face possible suspension from the program.
18. As a coach, you are responsible for your team's crowd and their actions. If a problem occurs in your team's crowd, you will be given a warning to take care of the situation. If the problem persists, the coach will once again be notified and the referee will issue a technical foul against the offending crowd's team. Further problems will result in forfeit of the game and possible suspensions of team, coaches or fans.
19. The Branson Parks and Recreation Department requires that players, parents and coaches sign a "Code of Conduct" prior to the season starting that relates to behavior and sportsmanship to which ALL will be held accountable. Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and suspension from future games at the discretion of the Parks Staff.
20. The program supervisor reserves the right to move a team across divisions if it is the best interest of the youth.
21. The program supervisor will make final determination on any rules or interpretation that may arise throughout the season.

*For cancellations call the Cancellation Hotline 335-6550
For schedules and league information go to www.bransonparksandrecreation.com.*