BOYS & GIRLS CLUBS OF MCALESTER

# Developmental Basketball Rules

See additional rules at the bottom per Age Division

 Games will be 4 six minute quarters, stop clock. If in the 4th quarter and there is a 15 pt lead the clock will run until the spread is less than 15.

5 minutes between games, but the league director has the discretion to reduce the time if needed to keep games on track.

  Half time 3 minutes at discretion of league director it can be reduced to one minute.

  Each team is allowed one, 30 second time outs per each half (no carryovers).

  Three minute half-time.

Teams must be ready at least thirty minutes prior to scheduled game time.

 All games can start up to 15 minutes prior to scheduled time if games are ahead of schedule.  Each team must provide their own practice balls. Game balls will be provided.

One two-minute overtime in event of tie. Each team is allowed 1 timeout with no carryovers.

It will begin with a tip-off and then alternating possessions will follow. Clock will stop for last minute of overtime.  Second overtime is sudden death.

 No press after 15 point lead. Violation of press rule will result in one (1) verbal warning. The team being pressed cannot lose possession of the ball and will have another opportunity to inbound the ball without being pressed.

  No verbal or physical abuse to referees, spectators, coaches, or players will be tolerated.

  Coaches are responsible for fans of their team. (We must model character for our children to follow.)

 The penalty for shooting fouls will begin on the 7th team foul of each half (one and one). Two shots for tenth foul and beyond.

  All substitutions must be made through the scorer's table.

  Each game will begin with a tip-off and then alternating possessions will be followed.

 Each team will need to provide either a volunteer to run the scoreboard, or a volunteer to keep the score sheet. This individual must be able to conduct themselves in a professional manner and will not be allowed to coach from the scorer's table.

  No technical fouls will be assessed for uniform violations.

 We will be operating a concession stand to benefit youth sports programs and ask that you do not bring outside food and beverages into the gym.

  Please supervise all children.

  No refunds.

  Tie breaker criteria

Head to head

Point spread with a maximum of 15 points per game

Coin flip

In case of a team forfeit, other team receives 5 points for the game.

Thank you,

BGC Staff

Special Rules:

1. & 4 Year Olds:

Stay on assigned defensive spots. After the shot, free to go after the ball

1. five minute quarters with a running clock

Game ball size: 27.5"

Goal height: 6 feet

1. Player maximum/ 3 Player minimum No press at all

5 & 6 Year Olds:

Stay on assigned defensive spots. After the shot, free to go after the ball

1. five minute quarters with a running clock

Game ball size: 27.5"

Goal height: 8 feet

1. player maximum/ 3 player minimum No press at all

1St/2 nd Grade: (Gold and Silver Divisions)

Silver Division

Stay on assigned defensive spots. After the shot, free to go after the ball

4 five minute quarters with a running clock

Game ball size: 27.5"

Goal height: 8 feet

No press at all

Gold Division

Will follow 3 rd /4 th grade rules

4 five minute quarters with a running clock

After a 6 point lead, no more full court press, go to 1/2 court

After 12 point lead has to stay inside 3 point line, go to 1/4 court.

Game ball: 28.5"

Goal height: 9 feet

Free throw line will be moved up 3 or 4 feet

1. rd /4th Grade:
2. eight minute quarters with a running clock/Last 2 minutes of the fourth quarter stop clock After a 6 point lead, no more full court press, go to 1/2

After 12 point lead has to stay inside 3 point line, go to 1/4 court. No more full court press, go to half court

1. th (6th Grade:

Four 8 minute quarters with running clock/Last 2 minutes of the fourth quarter stop clock. After a 6 point lead no more full court press, go to half court After a 15pt lead have to stay inside 3 point line.

1 two minute overtime- sudden death, if no one scores then each team gets 3 free throws, whoever makes the most wins game.

7th(8th Grade



4 ten minute quarters with running clock/Last 2 minutes stop clock if within 10 points. 1 thirty second timeout per half

No carry over

3 minute halftime

After 15 points lead, no press, running clock.