



## Town of Parker Youth Basketball: Ages 6 to 8

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. All games will be played according to Colorado High School Basketball Rules if not otherwise specified within this document.

### **Recreational Philosophy – Youth Sports:**

To provide a fun, safe learning environment for participants to experience the social and physical benefits of playing sports.

### **Participant Information**

**The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.**

### **Court Supervisor:**

The court supervisor is on site to monitor the games and the facility, assist with injury, answer questions, assist officials with rulebook clarifications and monitor participant behavior. His/her decisions are final.

### **Officials:**

There will be two officials provided per game when possible.

Their duties include:

1. Pregame meeting with coaches.
2. Administering and enforcing changes of possessions.
3. Administering and enforcing free throws.
4. Calling fouls and violations.
5. Using hand signals while calling fouls and violations.
6. Educating players on the calls that were made.
7. Officiating a safe and fair game.
8. Contacting field supervisor when there are any discrepancies.
9. Administering all rules of the game.

### **Scorekeeper and Timer:**

1. Each team may be asked to provide either a scorekeeper or timer at each game.
  - a. **6 to 8 Girls and Lower:** Someone to run the clock
  - b. **6 to 8 Upper:** Someone to keep Score and run the clock

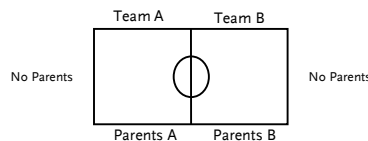
### **Coaches:**

1. All coaches are required to remain on the sidelines with their team and may not coach from *on* the court.

2. While on the sideline the coach may walk up the court from the end line to center court on their half, not the full court unless instructed otherwise.
3. A maximum of two (2) coaches are allowed on a team's bench at any given time.
  - a. Only one (1) coach is allowed to stand.
4. Coaches may address an official for clarification of a call, but at no time may be disrespectful toward an official concerning their judgment.
5. Coaches may not yell in a disrespectful manner at their own players.
6. It is the coach's responsibility to control their team members and parents during games.
7. All coaches are required to remain on the side with their team and may not coach from *on* the court.

### Spectators:

Spectators are asked to sit on the opposite side of the court from the coaches and team *behind the dashed lines*. **\*\*At no point can the coach or parent be on the end line or under the basket during the game.\*\***



We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program and will not be tolerated. Officials are instructed to stop the game if this becomes a problem.

### Players:

1. **Rosters:**
  - a. Only players on your official team roster may practice or play in games.
    - i. **EXCEPTION:** Teams may borrow players from other teams *within the same division* to avoid a forfeit. **There no forfeits in recreational youth leagues.**
    - ii. Contact the Basketball Coordinator if you will be short on players for a particular game so they can arrange for subs.
  - b. Minimum 5 players/Maximum 10 players on roster
2. **Participation:**
  - a. 5 v 5
  - b. **Substitutions:** There are no free substitutions during a quarter. A player who starts the quarter must finish the quarter with the exception of the following:
    - i. Player injury
    - ii. A team that has 7 players or less at the game
  - c. **There will be no forfeits.**



### 3. **Playing Time Requirements:**

- a. Each player is required to play a minimum of 2 quarters in every game. No player may participate in more than 3 quarters unless 7 or fewer players are present.
- b. Playing time is the responsibility of the players and the coach, NOT the opposing team or sports supervisor.

## **Logistical Information**

### **Player Uniform:**

1. Each player must wear the assigned jersey provided by the Recreation Department.
  - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
2. Participants should provide their own 27.5 basketball for practices.
3. Jewelry
  - a. No Jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e. with a sweat band).
  - b. No taping of earrings. **Exception:** Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or BandAids. The earring back must be flat.
  - c. Fitness Trackers may be worn attached to shoe laces or beneath clothing (i.e. attached to a sports bra).

### **Game Equipment:**

1. **Game Ball:** The game ball will be chosen from one of the teams' practice balls which are provided to them by the Parker Parks and Recreation Department.
2. Ball size: Junior 27.5

### **Game Locations:**

1. Parker Fieldhouse Gym

### **Court Dimensions:**

1. Court Size: half court
2. Hoop Heights: 8 ft.

## **Playing Rules**

### **Start of Play:**

1. Five (5) players are required to start the game.
2. Wristbands are used in all 6 to 8 divisions
  - a. Players will be lined up prior to the start of the game and given wrist bands.
    - i. Players will be lined up tallest to shortest
      1. Players should be matched up based on skill level then height.
    - ii. Once match-ups have been established at mid-court, wristbands cannot be switched to alter match-ups.



- b. Each period will start with a center court match-up of players as to locate who each child will be guarding.
    - c. Officials will have the final say on wrist bands
  3. The official will determine which team receives the first possession by a coin flip or Rock, Paper, Scissors.
  4. The ball will be put in play at the base-line.

### **Duration of Games:**

1. **Length of Game**
  - a. Four, 9-minute running quarters.
  - b. 1-minute break between each quarter.
  - c. 50-minute time limit.
2. **Time-outs**
  - a. One time out per half
    - i. Time-outs are 1-minute in length and to not carry over from half to half.
    - ii. The clock will stop for time-outs and injuries only.
  - b. **Overtime Periods:** There will be no overtime periods. Games may end in a tie.

### **Score and Standings:**

1. No standings are kept.
  - a. In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards.
2. **Scoring information:**
  - a. **Division 6 to 8 Beginner:** Score is not displayed.
  - b. **Division 6 to 8 Upper:** Score is displayed.
    - i. The score will be posted unless one team is ahead of the other by 20 points, at which time the score will no longer be displayed.

### **General Rules**

#### **Free Throws:**

1. There will be no free throws. All personal and shooting fouls will result in the ball being awarded out of bounds.

#### **Fouls:**

1. **Ages 6 to 8 Girls and 6 to 8 Boys Lower**
  - a. No fouls will be recorded.
2. **Ages 6 to 8 Boys Upper**
  - a. Personal fouls will not be recorded, however, on the 7<sup>th</sup> team foul of each half and each foul thereafter, one point will be awarded to the opposing team, and the ball out of bounds.
3. Intentional fouling is grounds for removal from the game for up to 5 minutes at the referee discretion.

### **Automatically Awarded Points:**

1. **Intentional Foul:** 2 points and ball out of bounds to the opposing team.
2. **Player Technical Foul:** 2 points, ball out of bounds at mid-court, and offender must sit out 5 game minutes.
  - a. The second technical foul in the same game will be disqualification from that game and suspension from the next game.
  - b. The player and his parents must then meet with the league coordinator prior to reinstatement.
3. **Flagrant Personal Foul:** 2 points, ball out of bounds, and the offender is disqualified for the remainder of the game.
4. **Coaches Technical Foul:** 2 points and the ball out of bounds, and the coach must sit for the remainder of the game.
  - a. The second technical foul in a given game will result in disqualification from the game and the coach must immediately leave the gym area.
    - i. Failure to do so will result in an immediate forfeit.

### **Center Line:**

1. **6 to 8 Girls and 6 to 8 Boys Lower**
  - a. The over and back violation will **not** be enforced.
2. **6 to 8 Boys Upper**
  - a. The over and back violation **will** be enforced.
  - b. To be considered in the front court, both feet and the ball must be across the center line.

### **3 Second Lane Violation:**

1. **6 to 8 Girls and 6 to 8 Boys Lower**
  - a. The three second violation will **not** be enforced.
2. **6 to 8 Boys Upper**
  - a. The three second violation will be taught and progressively enforced.
    - i. During the first few weeks, officials will teach the rule and warnings will be provided. As players demonstrate a more thorough understanding of the rule, the violation will start being enforced.
    - ii. **There is no set timeline for when enforcement begins.**
  - b. 3 second violation is defined as: a player standing in the lane for longer than 3 seconds.

### **Defense (For all 6 to 8 divisions):**

1. Teams must play man to man defense. No zone defense.
  - a. Man to man is defined as one defensive player actively guarding one offensive player.
  - b. A player must be within 4ft of his/her man at all times, regardless of whether or not the person being guarded has possession of the ball.
2. No picks
3. No double teaming, which is defined as two or more defensive players guarding one offensive player.

- a. However, if a ball handler beats his defender and is driving toward the lane, another defensive player may pick him up.
- b. When an offensive player with the ball enters the "lane", there is no limit to the number of defensive players that may guard him/her.
4. **No Pressing:** Players must drop back to mid-court once the ball is in possession of the offensive team. The team in control of the ball will have 10 seconds to bring it across the mid-court line.
5. A coach cannot "clear out" one side of the key, or place players in 4 corners to gain a one on one situation. The penalty will result in a violation and the other team's ball.

### **Sportsmanship:**

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches may receive one warning.
  - a. A second offense will result in then removal from the game.
  - b. Anyone who is ejected from a game must also leave the gym for the day and may be subject to further suspension.
    - i. An ejection can be given out by either an official or gym supervisor.
    - ii. Failure to leave the gym, which includes the doors leading into the gym, within 60 seconds, will result in an immediate forfeit.
    - iii. If needed a police escort may be used to enforce this rule.
2. We encourage coaches and players to shake the opponents' and officials' hands after each game to emphasize positive teamwork and sportsmanship.

### **Elastic Power:**

The Parker Recreation Sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

### **Drone Policy:**

Drones are not allowed at Parker Recreation sporting events.