

Madison County Youth Basketball Rules

K-2 Grade Boys/Girls (Co-ed Developmental)

- I. Playing Rules
 - a. Game will be played on an 8 ft. basket
 - b. Each team will have one timeout per half
 - c. Players must receive EQUAL playing time
 - d. Substitutions will be made using a number system devised by the MCYB board.
 - e. No jewelry can be worn during game play
 - f. Teams will use 28.5" basketball (official women's size)
- II. Offense
 - a. Any offensive player is allowed 5 seconds in the lane
 - b. To allow the game to be played, double-dribbling and traveling are left to the discretion of the coaches. This is a developmental league, so if the coach does call a violation he/she will explain the violation. The violation does NOT result in a turnover; team keeps possession (multiple violations by the same player may result in a turnover). All violations committed inside the key will result in a turnover.
- III. Defense
 - a. Teams must play man to man defense. No zone or trap defense is allowed

3-4th Grade Boys/Girls

- I. Playing Rules
 - a. Games will be played on a 9 ft. basket.
 - b. Games will be four 6 minute quarters. The clock will stop on all dead balls. If game is tied at the end of regulation, one 3 minute overtime period will be played.
 - c. Pre-game warm up and halftime will be 5 minutes
 - d. Each team will receive one 30-second and one 60-second time out per half. Timeouts cannot be carried over into the second half. Each team will receive one 30-second time out in overtime.
 - e. Players must receive EQUAL playing time.
 - f. Substitutions will be made using a number system devised by the MCYB board. The clock will stop at the designated time or as close as allowed to make the substitution. Fast break play will not be halted for substitutions. Coaches must turn in substitution chart 5 minutes prior to game start. Players must report to scorer's table before entering game.
 - g. Teams will play 4 v. 4 games
 - h. Games will begin with a jump ball
 - i. No jewelry can be worn during game play.
 - j. Teams will use 28.5" basketball (Official women's size)
 - k. Bonus free throws (1&1) after 7th team foul, 2 after 10th team foul

1. Shot made from beyond the 3 pt. line will only be awarded 2 pts.
- II. Offense
 - a. Offense has ten seconds to advance ball to half-court.
 - b. Any offensive player is allowed 3 seconds in the lane
 - c. Double dribbling and traveling result in turnover
- III. Defense
 - a. Teams must play man to man defense. No zone or trap defense is allowed.
 - b. Teams may play full court man to man the last minute of each half with the following exceptions:
 - 1) A team up by 10 or more points will not be allowed to play defense in the backcourt
 - 2) A team up by 20 or more points will not be allowed to play defense beyond the 3 pt. line

5th-7th Grade Boys/ Girls

- I. Playing rules
 - a. Game will be played on a 10 ft. basket
 - b. Games will be four 7 minute quarters. The clock will stop on all dead balls. If game is tied at the end of regulation, one 4 minute overtime period will be played
 - c. Pre-game warm up and halftime will be 5 minutes
 - d. Players must receive EQUAL playing time.
 - e. Substitutions will be made using a number system devised by the MCYB board. The clock will stop at the designated time or as close as allowed to make the substitution. Fast break play will not be halted for substitutions. Coaches must turn in substitution chart 5 minutes prior to game start. Players must report to scorer's table before entering game
 - f. Two shot free throw and possession for technical fouls
 - g. Two free throws for shooting fouls.
 - h. Four players are required to begin a game. Teams will play 5 v 5 pending registrations.
 - i. Each game begins with a jump ball
 - j. No jewelry can be worn for games
 - k. Boys and girls will use 28.5" ball (official women's size)
 - l. Bonus free throws (1&1) after 7th team foul; 2 free throws after 10th team foul
- II. Offense
 - a. Offense has ten seconds to advance ball to half-court.
 - b. Any offensive player is allowed 3 seconds in the lane
 - c. Double dribbling and traveling result in turnover
- III. Defense
 - a. Teams must play man to man defense. No zone or trap defense is allowed.
 - b. Teams may play full court man to man the last minute of each half with the following exceptions:

- i. A team up by 10 or more points will not be allowed to play defense in the backcourt
- ii. A team up by 20 or more points will not be allowed to play defense beyond the 3 pt. line

Personal Fouls/Team Fouls and Disqualification

- A. Players with 5 fouls will be disqualified from play. Technical fouls will be considered personal fouls and count toward disqualification.
- B. In the event a team has only 5 players in attendance or foul disqualification and another player fouls out, the last player to foul out remains in the game and any further fouls committed by that player is treated like a technical foul with the opposing team receiving two free throws and possession. Any subsequent players on that team receiving their fifth foul would be subject to the same ruling
- C. Any player or coach receiving 2 technical fouls in a game will be disqualified from the game and will be asked to leave the school property. This player and or coach will be disqualified from the next game. **The referee shall notify the age group director**