

Youth Rules (3RD - 6TH)

The Dairyland Youth League's purpose is to provide all youth, within the prescribed grade limits, to learn the fundamentals of basketball, and, under competent leadership, to enjoy participation and competition in these organized leagues. Objectives shall include the development of positive social values and character traits; good citizenship; physical and mental health; and knowledge, appreciation, and interest in basketball. It is our goal to instill the will to win and the courage to accept defeat or disappointment, with emphasis on fair play and sportsmanlike conduct. The rules, as specified by the League Office, will always govern practices and games.

Teams

The league requires that players must play within their grade level. Age groupings are as follows, provided adequate numbers exist, otherwise grades may be combined: Third Grade, Fourth Grade, Fifth Grade, Sixth Grade

Players

Players are assigned to an age group by the grade in which they are currently enrolled, not their date of birth. Players may not play up more than one grade level from their current school grade.

Uniforms and Equipment

Players are encouraged to wear appropriate basketball attire. Only official, numbered team jerseys may be worn, each community to be responsible to coordinate in offering for a cost or included in program registration.

All players must wear gym shoes with non-marking soles.

Official

The official has the power to terminate a game if he/she is subjected to excessive unsportsmanlike conduct from parents, spectators, coaches, or players. When any individual is ejected from the game, the official must submit a written report to the Dairyland Youth League within 1 working day. When a game in progress is declared a forfeit or canceled, the official must notify the Dairyland Youth League within 24 hours.

Playing Rules

Game Time: All games will consist of two (2) twenty-minute (20) running clock halves. There will be a five (5) minute rest period between halves. The clock shall only stop for injury and time outs. During the last two minutes of the second half the clock will stop at all whistles.

Time-outs: Each team will be allowed two (2) time outs per half. A team is allowed one (1) additional time out per overtime or sudden death period.

Ties at the End of Regulation Play: In the event of a tie game, there will be one (1) three (3)-minute overtime. Running time is in effect except clock stops for foul shots and time-outs. If the game is still tied, a three (3)-minute sudden death period will be played where the first team to score shall win. If the score remains tied at the end of the sudden death period, the game shall be recorded as a tie.

All grade levels will shoot free throws.

Defense

Third Grade Leagues:

1. A junior (size 27.5) ball is used.
2. Subbing at 15 minutes, 10 minutes and 5 minutes.
3. Teams must teach and use man-to-man defense. No Double Teaming, except in the **3 second lane**.
4. **No full-court press is allowed**; pressure may not be placed on the offensive team until the ball reaches the hash mark between half court and the top of the key in the front court.

5. The 10 second rule applies.
6. Once the ball has crossed the mid-court line, no future back court infraction will be called.
7. After the ball crosses half court, the offense has 5 seconds to cross over the hash mark. After 5 seconds in this area, the defense will be released to pursue the ball, both in the front court and back court area. If there are no hash marks on the gym floor, the referees, with both coaches, will decide which line to utilize before the game starts. If no lines exist, an imaginary line halfway between the mid-court line and the top of the key will serve to mark the 'no defense' area.
8. **Double teaming will only be allowed within the three-second lane.**
9. Lane violations will not be called, unless, in the opinion of the official there is on-going abuse of this rule, in general, more than 5-6 seconds in the lane will be considered abuse.
10. The foul line is moved up two (2) feet, optional.
11. Fouls to be counted at the team level.
12. We will try to accommodate 8ft hoops if possible.

Fourth Grade Leagues:

1. An intermediate (size 28.5) ball is used.
2. Teams must teach and use man-to-man defense. **No Double Teaming, except in the 3 second lane.**
3. **No full-court press is allowed**; pressure may not be placed on the offensive team until the ball reaches the hash mark between half court and the top of the key in the front court.
4. The 10 second rule applies.
5. Once the ball has crossed the mid-court line, no future back court infraction will be called.
6. After the ball crosses half court, the offense has 5 seconds to cross over the hash mark. After 5 seconds in this area, the defense will be released to pursue the ball, both in the front court and back court area. If there are no hash marks on the gym floor, the referees, with both coaches, will decide which line to utilize before the game starts. If no lines exist, an imaginary line halfway between the mid-court line and the top of the key will serve to mark the 'no defense' area.
7. **Double teaming will only be allowed within the three-second lane.**
8. Lane violations will not be called, unless, in the opinion of the official there is on-going abuse of this rule, in general, more than 5-6 seconds in the lane will be considered abuse.
9. The foul line is moved up two (2) feet, optional.
10. Fouls to be counted at the individual level.
11. We will accommodate 9ft or 10ft hoops.

Fifth and Sixth Grade Leagues:

1. An intermediate (size 28.5) ball is used.
2. Teams must teach and use man-to-man defense. No Double Teaming, except in the 3 second lane.
3. **Full court press is only allowed in the last 8 minutes of the second half.**
4. Three (3) second rule will be called.
5. A team may not implement a full court press of any type when a fifteen (15) point lead is held. The defense may not pick up until the player(s) cross over the top of the key extended. The official will issue one warning; each subsequent violation will result in a team technical foul. The technical foul shot(s) may be taken by any player on the opposing team legally in the game at the time of the infraction. Ball will be awarded to the team shooting the technical foul.
6. Will use the 3-point shot when playing on a court marked with the 3-point line.
7. Ball will be awarded to the team shooting the technical foul.
8. Fouls to be counted at the individual level.