YOUTH BASKETBALL COACH/REFEREE GUIDELINES

	2ND/3RD GRADE	4TH/5TH GRADE	MIDDLE SCHOOL	HIGH SCHOOL
GOAL	8 FT	10 FT	10 FT	10 FT
FORMAT	5 ON 5	5 ON 5	5 ON 5	3 ON 3
SCORE	NO SCORE KEPT	SCORE KEPT	SCORE KEPT	SCORE KEPT
TIME	(4) 10 MIN QUARTERS	(4) 10 MIN QUARTERS	(4) 10 MIN QUARTERS	(2) 10 MIN HALVES
	CONTINUOUS CLOCK	CLOCK STOPS THE LAST MIN OF EACH HALF	CLOCK STOPS THE LAST MIN OF EACH HALF	CLOCK STOPS THE LAST MIN OF EACH HALF
TIME OUTS	(2) 30 SEC TIME OUTS PER HALF	(2) 30 SEC TIME OUTS PER HALF	(2) 30 SEC TIME OUTS PER HALF	(2) 30 SEC TIME OUTS PER HALF
OVERTIME	NO OVERTIME	NO OVERTIME REGULAR SEASON GAMES CAN END IN A TIE. TOURNAMENT GAMES WILL BE BROKEN BY A THREE MINUTE OVERTIME WITH THE CLOCK STOPPING AT ALL WHISTLES THE LAST MINUTE. EACH TEAM WILL BE GIVEN ONE (30 SECOND) TIME OUT PER OVERTIME PERIOD.		
	EVERY PLAYER MUST PLAY 20 MINUTES OF THE GAME SUBBING IS <u>ONLY ALLOWED AT</u> THE 5 OR 10 MINUTE MARK - A PLAYER CAN NOT BE SUBBED OUT OUTSIDE THE 5 OR 10 MINUTE MARK UNLESS THEY HAVE PLAYED THEIR MINIMUM PLAYING TIME HAVE SUBS JUNIOR VARSITY - EVERY PLAYER MUST PLAY HALF OF THE GAME, MIDDLE SCHOOL GIRLS AND VAI			THE CAME MIDDLE SOLVEN GIRLS AND VARIETY
PLAYING TIME	AT SCORE TABLE SITTING ON FLOOR AND WAIT UNTIL SCOREKEEPER BUZZES PLAYERS LEAGUE - EVERY PLAYER MUST PLAY AT LEAST 10 MINUTES OF THE GAME. HAVE SUBS AT SCORE			NUTES OF THE GAME. HAVE SUBS AT SCORE EPER BUZZES PLAYERS IN. IF A TWO (2) SHOT
AND SUBBING	JUMP BALL AT START OF GAME	JUMP BALL AT START OF GAME	JUMP BALL AT START OF GAME	JUMP BALL AT START OF GAME
POSSESSION	ALTERNATE POSSESSION AT QUARTER AND TIE-UP	ALTERNATE POSSESSION AT QUARTER AND TIE-UP	ALTERNATE POSSESSION AT QUARTER AND TIE-UP	ALTERNATE POSSESSION AT HALF AND TIE-UP
BALL SIZE	INTERMEDIATE (28.5 INCH)	INTERMEDIATE (28.5 INCH)	INTERMEDIATE (28.5 INCH) EXCEPT OFFICIAL (29.5 INCH) FOR MIDDLE SCHOOL BOYS	OFFICIAL (29.5 INCH)
FREE THROW	12 FT	15 FT	15 FT	15 FT
FOULS	CALL FOULS TO TEACH GAME & FOR SAFETY - THE COACHES AND PARENTS WOULD LIKE TO SEE THEM CALLED RATHER THEN UNCALLED			
FOUL SHOTS	PLAYERS IN THE BLOCKS CAN LEAVE AT THE RELEASE OF THE FOUL SHOT. ALL OTHER PLAYERS INCLUDING THE SHOOTER MUST WAIT UNTIL THE BALL HITS THE RIM.			
TECHNICALS	ALL AGES USED IF NEEDED FOR SAFETY/CONTROL/POSITIVE ENVIRONMENT - SCOREKEEPER NEEDS TO NOTE IN BOOK WHO ON AND REASON FOR TECHNICAL FOUL			
TRAVEL	OBVIOUS AFTER	CALL ALL SEASON	CALL ALL SEASON	CALL ALL SEASON
DOUBLE DRIBBLE	LINIATE FIRST 2 WEEKS BUT CALL THE OBVIOUS AFTER	CALL ALL SEASON	CALL ALL SEASON	CALL ALL SEASON
OVER	CALL & TEACH FIRST 2 WEEKS ENFORCE AFTER	CALL ALL SEASON	CALL ALL SEASON	CALL ALL SEASON
AND	ALL 3 POINTS MUST BE ACROSS MID COURT LINE TO ESTABLISH BEING IN FRONTCOURT (BALL & BOTH FEET)			
BACK	JUST ONE POINT HAS TO TOUCH THE MID COURT LINE TO BE ESTABLISHED IN BACKCOURT (BALL OR ONE FOOT)			
3 SECONDS	DO NOT CALL 3 SECONDS IN LANE	WARN AND CALL 3 SECONDS IN LANE	CALL 3 SECONDS IN THE LANE	CALL 3 SECONDS IN THE LANE
MOVING SCREEN	LINIATE FIRST 2 WEEKS BUT CALL THE OBVIOUS AFTER	LINIATE FIRST 2 WEEKS BUT CALL THE OBVIOUS AFTER	CALL ALL SEASON	CALL ALL SEASON
INBOUNDING BASKETBALL	RUN BASELINE ONLY AFTER MADE BASKET WHERE TIME OUT IS NOT CALLED	RUN BASELINE ONLY AFTER MADE BASKET WHERE TIME OUT IS NOT CALLED	RUN BASELINE ONLY AFTER MADE BASKET WHERE TIME OUT IS NOT CALLED	RUN BASELINE ONLY AFTER MADE BASKET WHERE TIME OUT IS NOT CALLED
DEFENSE	ANY DEFENSE ALLOWED	ANY DEFENSE ALLOWED	ANY DEFENSE ALLOWED	ANY DEFENSE ALLOWED
WARM-UPS	ON GOAL OPPOSITE YOUR TEAM BENCH	ON GOAL OPPOSITE YOUR TEAM BENCH	ON GOAL OPPOSITE YOUR TEAM BENCH	ON GOAL OPPOSITE YOUR TEAM BENCH
COACHING	3 COACHES (TEAM STAFF) MAXIMUM PER TEAM BENCH - ONLY ROSTERED COACHES AND PLAYERS ALLOWED BY BENCH AREA EACH BENCH IS ALLOWED TO HAVE ONLY ONE COACH STANDING - ONE VOICE (ONLY THE HEAD COACH HAS COMMUNICATION WITH THE OFFICIALS) POSITIVE AND EFFECTIVE/PROFESSIONAL COMMUNICATION IS EXPECTED BY ALL PARTIES ASSOCIATED WITH THE GAME CONTEST.			
	ZERO TOLERANCE REGARDING PROFANITY/INAPPROPRIATE LANGUAGE/INAPPROPRIATE ACTIONS.			
GENERAL	THIS IS A RECREATION YOUTH LEAGUE USED TO TEACH THE FUNDAMENTAL SKILLS OF BASKETBALL IN A SAFE/FUN ENVIRONMENT - WE ARE HERE FOR THE KIDS!			