**Basketball - Junior Boys Rules**

**There are to be no parents at the scorer table. League will provide scorer and scorekeeper. Assistant coach can keep unofficial book on bench. If head coach would like parent to keep book the parent must be in bleachers. Official scorer runs official book.**

Rules apply to this league, regardless of where the game is played

All players must be in uniform shorts and numbered jersey. If a player is not in uniform, only the opposing coach can approve that player playing.

No jewelry may be worn during games, including leather, string, rope, rubber or plastic necklaces and bracelets

All coaches need to provide a season roster, with full names and uniform numbers, to the division commissioner prior to the first game of the season. The rosters will be distributed to all coaches.

4 time-outs per team (one additional for overtime)   
  
5 fouls per player   
  
Regulation size basketballs 29.5  
  
Four quarters – 7 minute quarters with two minute overtime periods if needed

Full clock stoppage on out of bounds, fouls, etc.  
  
Free throws to be taken from the regulation foul line   
  
Game starts with jump ball, second half starts with possession arrow, overtime starts with jump ball   
  
All baskets inside 3 point line count two points, outside of 3 point line count 3 points, foul shots one point   
  
Two free throws plus the ball will be awarded as a result of a technical   
  
Full court press 2nd half only (no press if up by 10 points)

Backcourt defense violation first offense = warning, second = 1 technical foul. Referees has option to not award technical foul and give offense the ball if they feel defense touched ball by accident.  
  
All players must sit one full quarter and play a full quarter.

All players must play half a game unless injured

If a team has six or less players both sides get free substitutions. Meaning no kid should sit out an entire quarter. However all kids should play at least half of the game and all kids should sit at least half a quarter. With 6 players no kid should play entire game.

If a player shows up before the second quarter begins, he is required to play one half of the game. If the player shows up after the second quarter begins, the player is only required to play one quarter. If a player shows up after the third quarter begins, it is the coaches discretion if the player is to play.

If a player gets hurt during a game you can use a bench player until the player is able to go back into the game. Please do not sub your best player back into the game and put injured player back in ASAP.

Coaches to set good example, control players and fans, no shouting at referees, only one coach allowed to stand during the games. Referees will have total control of the game, there will be no arguing or trying to work the referees. The referees can ask a coach, scorekeeper or parent to leave.  
  
There will be a coaches area and the coaches cannot leave this area, if they do, it will be an automatic technical.  
  
Two technicals in a game, the coach will be suspended for the remainder of that game and the following game, any additional technicals during the season will result in disciplinary action, including the possibility of being removed from all Mallard Creek Optimist Club programs (without a refund)   
  
Players can be suspended for misconduct   
  
Each team is responsible for leaving the gym clean and controlling the spectators   
  
No hard sole shoes allowed on gym floor. Absolutely no Heelies.  
  
Emergency doors to remain closed at all times   
  
No food or drinks allowed in gym, snacks to be distributed outside the gym