



LAFAYETTE – LOUISVILLE RECREATIONAL LEAGUE YOUTH BASKETBALL RULES



FUN AND SPORTSMANSHIP ARE OF THE UTMOST PRIORITY AND SHALL BE EMPHASIZED BY EVERYONE INVOLVED IN THE PROGRAM; ADMINISTRATORS, COACHES, PARENTS, PLAYERS, AND REFEREES.

The rules of the youth basketball program are for all persons to abide by in order to provide an equitable format for participation and competition.

Current Colorado High School Activities Association (CHSAA) rules will be used in conjunction with the following variations:

All Divisions

1. Each player is required to play a minimum of one half of each contest. Playing time is tracked for each player. Violations of this rule may result in technical fouls and disciplinary action against offending coach.
2. Flagrant foul will result in automatic disqualification of player. Each player is allowed 5 personal fouls before being disqualified.
3. No jewelry allowed (includes tape over recently pierced ears).
4. A technical or flagrant fouls results in the committing player receiving one personal foul with the possibility of disqualification (official discretion). The opposing team receives 2 points and the possession of the ball out of bounds.
5. Two 30 second time outs per team per half. Time outs can be called by either player or coach and during deadball situations or when in possession of the ball.
6. No stalling allowed. Offensive team must make concerted effort to score. First offense results in warning. Subsequent offenses result in technical foul (2 free throws) and loss of possession.
7. The City of Lafayette reserves the authority to remove anyone demonstrating negative behavior, foul language or actions judged to be detrimental to the goals of the program and its operations.
8. The City of Lafayette reserves the right to adjust the rules judged as needed for the benefit of the program at any time.

3-4 Grade Division

1. Game consists of 4 quarters that are 8 minutes long with a running clock. Substitutions take place in between quarters and at the 4 minute mark of each quarter.
2. No score is kept.
3. No free throws are attempted. Ball is taken out of bounds on all fouls.
4. Personal fouls are tracked and players may foul out of the game.
5. Man-to-man defense is played exclusively. Players match-up by wristband color.
6. No double-teaming allowed. Defender may leave player to assist but must go back to player they are guarding once offensive player has been stopped and defensive teammate recovers.
7. Basket height is 8' 6". Size of ball is 28.5" (intermediate size).
8. No full-court pressing allowed at any time.
9. Defense cannot come out beyond to the top of the key (white volleyball line extended) at any time.

5-6 Grade Division

1. Game consists of 4 quarters that are 10 minutes long with a running clock. Substitutions take place between quarters and at the 5 minute mark of each quarter.
2. Clock will run continuously unless the score is less than 11 points in the final two minutes of the game. If the margin is greater than 10 points at the two minute mark, clock will continue to run regardless of margin after the two minute mark.
3. No overtime. Tie games end in a tie.
4. Score is kept on scoreboard. Blowout rule: If a team is leading by 20 points or more at halftime, the score may be reset to zero for the second half (per approval of the coach of trailing team) or anytime thereafter.
5. Basket height is 10' 0". Size of ball is 28.5" (intermediate size).
6. No free throws will be attempted before the last 2 minutes of the game. If a shooting foul takes place, points will be awarded as follows:
 - a. If the attempted shot is missed, the team is awarded one point and possession of the ball out of bounds at mid-court.
 - b. If the attempted shot is made, the team is awarded two points for the basket and one point for the free throw. Defensive team takes possession along the baseline.
7. Free throws will be shot in the last 2 minutes the game. Free throws will be shot according to the foul situation.
 - a. All shooting fouls will result in free throw attempts.
 - b. On 7th team foul, it results in a one and bonus for the offensive team.
 - c. On 10th team foul, two attempts are awarded regardless if it is a shooting foul or not. (Exception - Offensive player control fouls do not result in free throw attempts at any point in the game.)
 - d. Free throw distance is 15' but shooter may cross line during attempt provided no advantage is gained during rebound (official discretion).
8. Man-to-man defense is played exclusively. No zone defense allowed.
9. No double-teaming allowed. Defender may leave player to assist but must go back to player they are guarding once offensive player has been stopped and defensive teammate recovers.

10. Half-court defense is allowed. The defense can play at the half court line, but the defender is not allowed to cross over the line before the ball does. Players are only allowed to cross over the line before the ball during full court defensive situations.

11. Full court defense allowed in the last two minutes of the game. If a team is up by more than 10 points, they are not allowed to press.