



EastLouisvilleSports.com

Youth Sports Association



The East Louisville Sports Basketball program is comprised of the following leagues and age groups:

<u>LEAGUE</u>	<u>PLAYER AGES</u>
Mini	5,6
Rookie	7/8
Minor	9/10
Major	11/12
Middle-School	7 th and 8 th grade **
HS Division	High School Students

Age groups can be separated, split or combined based on the number of players registered for league play, at the discretion of the league commissioners.

For example, based on actual sign-ups the 2013-2014 Season, age groups were divided as follows:

- 5-6 Combined - 4 teams
- 7-8-yo – 9 teams
- 9/10’s –9 teams
- 11/12’s – 8 teams
- 13/14’s – 4 teams
- High School – 10 teams

**** Special 14-yo provision:** 14-yo’s who are in High School may request to play down in the middle-school age group if a spot is available on an ELS assembled team, or if included on the roster of an pre-assembled team in the Middle School age group.

General Rules of Play

(Updated 10-01-12)

The following rules of play apply to all leagues:

1. KHSAA rules apply unless otherwise specifically noted.

2. Uniforms

ELS provides a uniform jersey to all players. In order to participate, each player must wear the official jersey. All players on the same team are encouraged to wear gym shorts of the same color if possible.

3. Forfeits

A. A team must have 5 players to commence play, or a forfeit will be recorded. Play may be *continued* with fewer than 5 players pursuant to KHSAA rules.

B. The forfeit time is the posted game time, or, if later, at the conclusion of a five minute warm up period.

4. Minimum Play

General Rule – ELS attempts to practice a playing time rule that equates to “equal playing time.” Based on the number of players on a team or other circumstances this can be difficult to accomplish. To help equate playing time, the game is divided into **(4)** six-minute quarters. Each quarter will be stopped by the referee at approximately 3:00 remaining for substitutions when play on the floor allows.

In effect, there are **(8)** equal three-minute playing segments in a game. No player shall play **2 more segments** than any other player on his team.

Example: For John to play 6 segments, all other players must play 5 segments.

To ensure compliance with the general rule, the following specific rules will apply:

A. It is the coach’s responsibility to see that the minimum/maximum playing time rules are followed. If the scorebook indicates that any players have not played the required minimum at the conclusion of the game, the scorer shall notify both coaches before the teams leave the floor to confirm the accuracy of the scorebook. The scorer shall then notify the league commissioner. For the first offense the coach will receive a warning and the player(s) who were shorted playing time will play additional periods the next game in place of the player(s) who received

extra playing time. For additional offenses and in tournament play the penalty is forfeit.

B. If a child does NOT attend practices on a regular basis, the coach (only after consulting with the parents or guardian and commissioner of the league) may limit the child's playing time. The opposing team coach must be informed prior to tip-off of the situation.

C. If a player or coach is ejected from the game by the officials, that player must serve a one game suspension from the next scheduled game. Any additional ejections may include dismissal for the remainder of the season. There will be no refund of fees in this event.

5. **1st Half MAN TO MAN DEFENSE DEFINED**

A. Each defender must be assigned a man and must defend that man when he has the ball or when his man is inside the 3-point arc.

B. A defender shall **not** be required to stay within a specific distance of his man if that player does not have the ball. He must however maintain a defensive position relative to the location of the ball and the position of his man. He must have a reasonable chance to quickly recover to closely guard if his man receives the ball. It is the official's discretion if the defender is complying with the intent of the defender rule.

C. The identity of a defender's "man" may change at any time so long as no more than one defender has the same man at a time (i.e., "switching" is permitted but, 2 or more defenders may not guard the same player at one time outside the paint during the man to man portion of the game.

The intent of the rule is to allow proper defensive concepts, such as "help defense" in the paint to be taught but not for the offensive team to be able to take advantage by clearing out 4 players from the basket so that its best player can go one-on-one, improving only his ability to score.

A player with the ball, who penetrates to the basket in an attempt to score, drawing defense in the paint from more than one defensive player, is **not** considered as being double teamed.

PLAYER SELECTION PROCEDURE

MINI LEAGUE.5-6 (Mini)

[1]. In this age group we attempt to accommodate parent requests in order to form teams. New players who make no special assignment

request will be assigned by the commissioner to each team at random based on age. Team size is normally limited to 10 players.

All other age groups:

[1]. All teams will be redrafted each season.

[2]. All players, including coaches' child are to try out.

[3]. Child of head coaches will be automatically placed on the father's team in the appropriate round based on a rating system established by the league commissioner prior to the draft.

[4]. There will be no restrictions as to the number of players which a coach may draft from any given age group.

[5]. Order of draft will be determined by random lot. The order of draft will be "serpentine" and reverse in each round (i.e., the team drawing the first pick in the first round will have the last pick in the second round, the first pick in the third round, the last pick in the fourth round, etc.).

[6]. For players not present for tryout there will be a roundtable discussion on each player before the draft. This is done to allow for a fair appraisal of that players abilities and for a coach to draft in course of the draft. If the player is completely unknown, he/she will be placed in the hat for selection in final round.

[7]. Trades may be made immediately following the draft but must be at the commissioner's discretion. No trades to be made after players are contacted.

[8.] The Middle-School and High School age groups do not form based on a draft. You may form your own team and enter the team in the league as a group. Individual sign-ups may be taken based on demand. See the league commissioner for details.

SPECIAL MINI LEAGUE RULES

[A]. Man to man defense ONLY allowed. No full court press at anytime and no double teaming. Defense can begin at half court.

[B]. Fast breaks are permitted only when a defensive player makes a steal on a pass. **If the defensive team is up by 10 or more points, they may NOT fast break.**

[C]. The defensive player cannot steal the ball off of the dribble. NO reaching in for the ball by the defensive player.

[D]. Score will be kept but no league standings.

[E]. The game will be divided into 8-minute quarters with substitutions occurring at approximately 4-minutes.

[F]. In general, the clock runs continuously. It stops for the 4-minute substitution break **and for foul shots** or **at any time deemed necessary at the official's discretion**. The clock will stop on the whistle the final minute of the game.

[G]. The free throw line will be Bottom of the circle from the goal. Two shots will be awarded for non shooting fouls beginning with the **tenth foul** of the half. (Ex. There are no shots awarded after the 7th foul.) Two shots awarded on shooting fouls.

Junior size ball to be used, baskets to be set at **approx. 8.5 feet**.

RULES AND REGULATIONS

SPECIAL: 7/8 - Year Old Rookie League

[1]. Each quarter will be 6 minutes in duration.

[2]. Each team will be allowed 2 timeouts per half that do not carry over. Use or lose. One timeout will be allowed for the first overtime period and one for sudden death period. Accumulated timeouts may NOT be carried over from regulation play to overtime play or sudden death.

[3]. The free throw line will be bottom of the circle from the goal. A 27.5" Junior sized ball will be used, with a **10 foot goal**.

Two shots will be awarded for non shooting fouls beginning with the **tenth foul** of the half. (Ex. There are no shots awarded after the 7th foul.) Two shots awarded on shooting fouls.

[4]. There will be **ONE overtime period** of three minutes beginning with the jump ball. If the game is still tied after the three minute overtime period, a **first to score** sudden death period will begin with a jump ball (Regular Season only). Sudden death period waived for tourney play. For tourney play, compete until a winner is determined with 3-min overtimes as needed to determine a winner.

[5]. A FIVE second offensive lane violation rule will be in effect at all times. The lane will be measured from the 15 foot free throw line for this purpose.

[6]. Stealing off the dribble can only occur in the "paint" and only by the defensive man guarding the ball. Stealing off the dribble can occur by the defensive man anywhere on the court during the **last three minutes** of the fourth quarter. Stealing off the pass is permitted anytime.

[7]. The clock will stop on the "whistle."

Defenses

[A]. ONLY man to man defense will be permitted. Defense can begin at half court. (see also **definition and intent** of Man-to-man pg.3)

[B]. Full court defense is permitted during the **last three minutes of the fourth quarter**, so long as the team applying backcourt pressure does not have a lead of 10 points or more. Double teaming will be allowed only in the last three minutes of the fourth quarter.

[C]. Penalties for illegal Defense

[1]. All fouls committed by defensive players in backcourt at all times will be assessed as personal fouls.

[2]. Offensive charging fouls will not be assessed in the backcourt during periods when backcourt defense is not allowed.

[3]. A team playing an **illegal zone defense** in the first half will receive a warning for the first offense and will be assessed a technical foul for each subsequent offense.

SPECIAL (9 & 10 Year old Minor League)

[1]. Each quarter will be 6 minutes in duration. Ball will be 28.5".

[2]. Free throw line will be between the circle and the regular Free Throw Line. Two shots will be awarded for non shooting fouls beginning with the **tenth foul** of the half. (Ex. There are no shots awarded after the 7th foul.) Two shots awarded on shooting fouls.

[3]. Each team will be allowed 2 timeouts per half. Use or lose. One timeout will be allowed for the first overtime period and one for sudden death period. Accumulated timeouts may **NOT** be carried from half to half or from regulation play to overtime play or to sudden death period.

[4]. There will be **ONE overtime period** of three minutes beginning with the jump ball. If the game is still tied after the three minute overtime period, a **first to score** sudden death period will begin with a jump ball (Regular Season only). Sudden death period waived for tourney play. For tourney play, compete until a winner is determined with 3-min overtimes as needed to determine a winner..

[5.] Clock stops on the whistle.

DEFENSE

[A]. ONLY man to man defense will be permitted.

[B]. Full court defense is permitted **in the 4th quarter** so long as the team applying the backcourt pressure does NOT have more than a 10 point lead.

[C]. A team playing an illegal **zone** defense will receive a warning for the first offense and will be assessed a technical foul for each subsequent offense.

[C]. **Penalties for illegal Defense**

[1]. All fouls committed by defensive players in backcourt at all times will be assessed as personal fouls.

[2]. Offensive charging fouls will not be assessed in the backcourt during periods when backcourt defense is not allowed.

[3]. A team playing an **illegal zone defense** in the first half will receive a warning for the first offense and will be assessed a technical foul for each subsequent offense.

Man to Man Defense Defined

[A]. Each defender must be assigned a man and must defend that man when he has the ball. (See **definition and intent** of man-to-man pg.3)

[B]. A defender shall **not** be required to stay within a certain distance of his man but, must maintain position in relation to the location of the ball and relative position of his man so that the defender has a reasonable chance to prevent his man from scoring.

[C]. The identity of a defender's man may change at any time.

[E]. Double, triple teaming, "helping" etc... inside the paint is permitted at any time.

SPECIAL 11/12 Major

[1]. An intermediate 28.5" sized ball is used at the 11/12 age group.

[2]. The game is divided into 6-minute quarters and KHSAA clock management rules apply.

[3]. Two shots will be awarded for non shooting fouls beginning with the **tenth foul** of the half. (Ex. Shots are not awarded after the 7th foul.)
Two shots awarded on shooting fouls.

[4]. Each team will be allowed 2 timeouts per half. Use or lose. One timeout will be allowed for each overtime period. Accumulated timeouts may **NOT** be carried from half to half or from regulation play to overtime play or to sudden death period.

[5]. There will be **ONE overtime period** of three minutes beginning with the jump ball. If the game is still tied after the three minute overtime period, a **first to score** sudden death period will begin with a jump ball (Regular Season only). Sudden death period waived for tourney play. For

tourney play, compete until a winner is determined with 3-min overtimes as needed to determine a winner.

[6]. Clock stops on the whistle.

DEFENSE

[A]. Any defense is permissible (Zone Press, Zone Defense, etc.) beginning with the start of the third quarter, so long as the team pressing does not have more than a 10 point lead.

[B]. "**Help defense**" in the paint is permitted in the first half. "**Double teaming**" is defined as two or more players guarding the same player, either with or without the ball, when no attempt by that player to score is being made. A player with the ball, who penetrates to the basket in an attempt to score, drawing defense in the paint from more than one defensive player is **not** considered as being double teamed.

[C]. Penalties for illegal Defense

[1]. All fouls committed by defensive players in backcourt at all times will be assessed as personal fouls.

[2]. Offensive charging fouls will not be assessed in the backcourt during periods when backcourt defense is not allowed.

[3]. A team playing an **illegal zone defense** in the first half will receive a warning for the first offense and will be assessed a technical foul for each subsequent offense.

Special: Middle-School

A full-sized men's basketball is used at the Middle-School age groups.

1. **6-Minute Quarters.** KHSAA Rules of basketball apply.
2. **Time Outs:** Two time outs per half that do not carry over from half to half or to overtime. Use or lose. Teams receive 1 time out in each overtime period.
3. **Double Bonus Only:** Two shots will be awarded for non shooting fouls beginning with the **tenth foul** of the half. (Ex. There are no shots awarded after the 7th foul.) Two shots awarded on shooting fouls.
4. **Overtime:** There will be one overtime period of **three minutes** beginning with a jump ball. If the game is still tied after the three minute overtime period, a first to score sudden death period will begin with a jump ball. No sudden death in tourney. Play till winner determined in tourney play.

HIGH SCHOOL LEAGUE RULES

5. **8-Minute Quarters.** KHSAA Rules of basketball apply.
6. **Time Outs:** Two time outs per half that do not carry over from half to half or to overtime. Use or lose. Teams receive 1 time out in each overtime period.
7. **Double Bonus Only:** Two shots will be awarded for non shooting fouls beginning with the **tenth foul** of the half. (Ex. There are no shots awarded after the 7th foul.) Two shots awarded on shooting fouls.
8. **Overtime:** There will be **ONE overtime period** of three minutes beginning with the jump ball. If the game is still tied after the three minute overtime period, a **first to score** sudden death period will begin with a jump ball (Regular Season only). Sudden death period waived for tourney play. For tourney play, compete until a winner is determined with 3-min overtimes as needed to determine a winner.

MISCELLANEOUS

Schedules

[1]. 8 (Rookie), 9/10 (Minor), 11/12 (Major), Middle School (13/14) & HS Leagues will play up to ten games including a post season tournament (single elimination).

[2]. Mini League will play at least eight regular season games.

Team Rosters

[1]. Team size ultimately depends upon number of parent coaching volunteers. With enough coaching volunteers, roster size will NOT exceed ten players without approval of the league commissioner.