

Mashpee Recreation Youth Basketball Rules and Regulation

1. **GENERAL:** This is a recreational program designed to allow all participants equal playing time while teaching the fundamentals used in the game of basketball. We stress the development of teamwork, fair play, and sportsmanship. Additionally, the basics of the game should be emphasized, along with skills development and working to improve coordination and agility.
2. **PLAYER/TEAMS:**
 - a. Team Rosters and game schedules will be provided by Mashpee Recreation Department.
 - b. All Team Rosters are developed by luck of the draw. This was initiated to prevent the stacking of teams, a trade may be made between the coaches but only with the approval of the Assistant Recreation Director, Mashpee Recreation Department.
 - c. Minimum of 5 players are needed to start and finish a game. Less than 5 players constitutes a forfeit. Teams not ready to play within 5 minutes of the scheduled start time will forfeit.
 - d. In the event of a forfeit both teams may use half of their assigned court to practice, provide instruction or run a scrimmage game at the coaches discretion. If the coach is not available or present the team may not participate.
 - e. All players are to get as close to equal playing time as possible. This is a fun program for participation, exercise, and skill development. (DON'T GET TOO STRUCTURED)
 - f. All players must wear approved non-marking court shoes or sneakers. (NO BLACK SOLES, HARD HEALED, OR HARD TOED SHOES)
 - g. Players will not be allowed to participate if wearing jewelry, hats are also discouraged.
3. **GAME AND ADMINISTRATION:**
 - a. Federation Basketball Rules will be used except as noted by the following revisions.
 - b. **Grades K-2**, are limited to 50 MINS., THIS INCLUDES ARRIVAL TIME, WARM-UP, SKILLS, SCRIMMAGE AND DEPARTURE, PLEASE ADHERE TO THE SCHEDULE.
5 minutes arrival
25 minutes – warm-up & skills development
20 minutes – scrimmage (2, 10-minute halves)
Departure
 - c. **Grades 3-5**, are limited to 1 HR., THIS INCLUDES ARRIVAL TIME, WARM-UP, PRACTICE, GAME TIME, AND DEPARTURE TIME, PLEASE ADHERE TO THE SCHEDULE.
5 minutes arrival
20 minutes – warm-up & skills development
30 minutes – Game (2, 15-minute halves)
5 minute half time break
Departure
 - d. Coaches / Volunteer Referee should stop play every 5 minutes to allow for rotation of players. The intent is that all children get equal time to participate.
 - d. Team in possession of the ball at time of rotation maintains possession. The ball is put in play by a throw-in from out of bounds at the closest point from where the ball was when the whistle was sounded.
 - e. No Substitution is allowed unless it is due to sickness or injury. (Injury to a player, coach, or spectator must be reported to the Recreation Department within 48 hours from the time of the incident. An incident report must be filled out by the coach.)
 - f. Two (2) time outs per team per half is allowed for instructional purposes and not to exceed 30 seconds. Injury or sickness time outs are not chargeable to the coach but are official time outs.

- g. Clock is a running time (to be kept track of by the coaches), even during time outs. **REMEMBER**, you are limited to the time frames you have been assigned. Respect other coaches' time for their players.
- h. Jump ball is only used to start the game. After initial possession then any jump ball situation falls under the alternate possession rule.
- i. There are no overtime periods. Whatever the score is at the end of regulation play stands.
- j. Protests are not accepted.
- k. No three (3) point shots. **NO PLAYING ZONE.**
- l. For Grades 3 – 5 Three (3) second lane violations will be a preventative Officiating call if the players are not showing movement through the lane area.
- m. **ONLY PLAYERS** listed on team rosters provided by the Recreation Department are permitted to participate. **NO Exceptions.** This is a liability concern, which may affect you as a coach.
- n. All players should have matching game shirts.
- o. **MISCONDUCT:** Any misconduct by a player, substitute, or coach either verbally or physically will result in ejection from the facility and discontinuance in the program.
- p. Any questions concerning these rules should be directed to the Recreation Dept. at (508) 539-1416.