

TOWN & COUNTRY OPTIMIST YOUTH BASKETBALL RULES 4th boys 2023-2024

GAMES officials call by UIL rules except for special T&C guidelines

1. League will play two-20minute halves with a running clock.

Clock will stop approximately every 5 minutes, **all players on bench must go in.**

Clock will stop for timeouts and injuries.

Home team provides scorekeeper, Visiting team does the clock

2. LINE-UP: use game worksheet to plan playing time(can be printed from website/coaches)
Players will not check in, if less than 10 players, **same player cannot play all 20 min.of either half.**
3. WARM-UP: Team should warm-up at basket opposite of bench based Home(white) or Away(black).
4. TIMEOUTS 4 timeouts per team may be taken at any time during the game. In overtime team receives 1 timeout plus any not used. **MAY BE CALLED BY COACH.**
- 5 .FREE THROWS: Player shoots from blue taped line 16" in front of regulation line
Ball not hitting the rim will be a turnover to other team.
(bonus situation) At 10th team foul each half, player shoots 1 free throw for 2 pts.
A technical foul counts as a personal foul
6. One Coach may stand to instruct players, but cannot obstruct view of scoretable. Coaches must refrain from commenting on officials calls. Improper bench decorum could result in a technical foul. Coach may be asked to remain seated. Only 2 coaches on bench
- 7.SPORTSMANSHIP All players, coaches, & parents will exhibit good sportsmanship at all times during and after the games. All players need to shake hands after game. **Any player or coach receiving two technicals or expulsion must leave the game. They will not participate in the next game,** nor be in the gym. Parents may also be asked to leave the gym.
- 8.Watches and Jewelry are not permitted. Please check before each game. No player may participate with a hard cast.
9. Standings and playoff seedings shall be determined by league won-loss record.

Special rules for 4th Boys Grade League as reviewed by league commissioner and coaches

1. play two-20minute halves with a running clock, see game worksheet
2. Clock will stop approximately every 5 minutes, **all players on bench must go in**
3. **Start game with rock,paper,scissors! 28" basketball**
4. **Defense: man to man**
5. **no full court press**
6. **Lane violation: 5 sec**
7. **Free throw line blue tape, stepping over line will not be called. Each freethrow counts 2pts.**
8. **Half-time will be only 2-3 minutes, discretion of commissioner,official**
9. **Only one 2-min overtime period, running clock.**
10. **Still tied use free throw sudden death.**
11. **3 pt shots count as 3**