

Mudsock Boys Youth Basketball

League Rules (2025–26)

General Information & Game Management

Scoreboard & Gym Setup

- Each gym is equipped with a scoreboard. Gym coordinators (league commissioners) set up and put away controls each game day.
- Simple instructions for running the scoreboard are posted at the scorer's table at each site.

Score Sheets & Scorekeeping

- Kindergarten–1st Grade: No score will be kept.
- Score sheets at the scorer's table must be used for all other games to list player names, track individual scoring, and fouls.
- Each team must provide one assistant coach or parent to run the clock or keep the score sheet unless a paid scorer is assigned.
- Leave completed score sheets at the scorer's table for pick-up by league commissioners at the end of the day.
- A running total score will remain on the scoreboard during regulation and any overtime(s).

Equipment Specifications

Basketball Size

- K–6th Grade: 28.5" (intermediate) ball.
- Jr. High (7th–8th): 29.5" ball.

Goal Height

- Kindergarten: 8 feet.
- 1st–2nd Grade: 9 feet.
- 3rd–Jr. High: 10 feet.

Start Times & Bench Conduct

- All games must start at scheduled times. Minimum of 3 minutes is allowed between games for warm-up.
- Teams should arrive 15 minutes before game time. Keep players off the court and under control while other games are in progress.

Number of Players

- Teams must start with five (5) players. If a team cannot field five, the game is forfeited.
- After a required forfeit, coaches are encouraged to play 4-on-4 so athletes still get court time.

Overtime (All Applicable Grades)

- Regular Season: One (1) overtime of 2 minutes. If still tied, the game ends in a tie.
- Playoffs/Tournament: 2-minute overtimes repeated until a winner is determined.
- Timeouts in OT: One timeout per overtime period; no timeouts carry over.

Timeouts by Division

- K–1st Grade: No timeouts.
- 2nd–4th Grade: Two (2) timeouts per game; 60 seconds each; one (1) timeout in OT.
- 5th–Jr. High: Three (3) timeouts per game (two 60-second, one 30-second). Max two timeouts in the 2nd half. One (1) timeout per OT.

Officiating

- Officials focus on fair, instructional, and safe play. Calls on the floor are final. Treat referees with respect.
- Concerns about officiating should be taken to the gym coordinator, league commissioner, Basketball Board member, or MYA office.
- If a referee does not arrive, coaches should mutually agree on a substitute official and begin promptly.
- K–1st: No referees; one coach per team may be on the court.
- 2nd: One (1) referee; coaches off the court.
- 3rd–Jr. High: Two (2) referees.

Code of Conduct & Sportsmanship

- Unsportsmanlike conduct (including taunting or inappropriate contact) is not tolerated for players, coaches, or spectators.
- Report issues to the gym coordinator, league commissioner, Board member, or MYA office immediately.
- Consequences can include warnings, suspensions, removal from the league, or barring a spectator from events.
- Ejections carry an automatic one-game suspension; the Board may increase the penalty.

Equal Playing Time Policy — REQUIRED

- Equal playing time is required for all players throughout the regular season and the tournament.
- Playoff/tournament playing time must mirror regular-season expectations; violations may result in warning and possible forfeit.

Player Disqualification (Fouling Out)

- A player with five (5) personal fouls is disqualified. The coach has one (1) minute to substitute.
- If no eligible subs are available, a team may continue with four or fewer players; using a disqualified player results in a technical foul (two free throws + possession) for each subsequent foul by that player.

Game Clock Rules (Detail)

- K–3rd: Running clock; stops for timeouts, mid-quarter substitution break, and last two (2) minutes of 2nd & 4th quarters or OT for standard stoppages. In the final 60 seconds of the game (including OT), the clock starts after the ball crosses midcourt.
- 4th–Jr. High: Standard clock (stops on whistles) unless the 20-point running clock rule is in effect (5th–Jr. High).

Offense & Free Throws

- Individual Scoring: 2nd Grade cap at 8 points per quarter and 20 points per game (player may remain on court but cannot shoot to exceed cap).
- Lane Violations: K-1st – very limited, if any; 2nd use a five (5) second lane count; 3rd–Jr. High use standard three (3) seconds.
- Free Throws: K–3rd shoot from two (2) feet in front of the regulation line; 4th–Jr. High shoot from regulation line. 5th–Jr. High must not cross the free-throw line until the ball hits the rim.

Defense & Pressing

- K–3rd: Man-to-man only; no pressing. On-ball steals allowed only on passes (and for K–2nd, also when the dribbler is in the lane).
- 4th: Man-to-man only; no defensive traps. Pressing is allowed only in the last two (2) minutes of 2nd and 4th quarters when the score margin is ≤ 10 .
- 5th–Jr. High: All defenses allowed. Full-court pressing allowed unless leading by 20+ points. Traps and zones allowed (Jr. High).

Grade-by-Grade Rules (Quick Reference)

Kindergarten

- Ball/Hoop: 28.5" ball; 8 ft hoop.
- Game Length: 4 × 8-minute quarters; running clock.
- Scoring/Timeouts: No score kept; no timeouts; no overtime.
- Substitutions: Required at mid-quarter (4-minute mark) and at quarter breaks. If any player is on the bench, you must sub. No timeouts to create a substitution.
- Defense: Man-to-man only; no pressing.
- Steals: Allowed on passes only (not on dribble unless dribbler is in the lane).
- Coaches/Officials: One coach per team may be on the floor; no referees.
- Playing Time: Equal playing time required (season and tournament).

1st Grade

- Ball/Hoop: 28.5" ball; 8 ft hoop.
- Game Length: 4 × 8-minute quarters; running clock.
- Scoring/Timeouts: No score kept; no timeouts; no overtime.
- Substitutions: Mid-quarter subs required if anyone is on the bench; also at quarter breaks. No timeouts to create a substitution.
- Defense: Man-to-man only; no pressing.
- Steals: Allowed on passes only.
- Coaches/Officials: One coach per team may be on the floor.
- Playing Time: Equal playing time required (season and tournament).

2nd Grade

- Ball/Hoop: 28.5" ball; 9 ft hoop.
- Game Length: 4 × 8-minute quarters; running clock.
- Scoring/Timeouts: Score kept; two (2) timeouts per game; one (1) in OT.
- Individual Scoring Cap: Max 8 points per quarter; 20 points per game.
- Substitutions: At 4-minute mark and at quarter breaks; must sub if a player is on the bench; no full-quarter sit; no timeouts to create a substitution.
- Defense: Man-to-man; no pressing.
- Steals: On passes or in the lane (on-ball steals in lane allowed).
- Officials: One (1) referee; coaches off the court.
- Playing Time: Equal playing time required (season and tournament).

3rd Grade

- Ball/Hoop: 28.5" ball; 10 ft hoop.
- Game Length: 4 × 8-minute quarters; running clock with standard stoppages in the last 2 minutes of 2nd and 4th quarters.
- Scoring/Timeouts: Score kept; two (2) timeouts per game; one (1) in OT.
- Substitutions: At 4-minute mark and quarter breaks; must sub if a player is on the bench; no timeouts to create a substitution.
- Defense: Man-to-man only; no pressing.
- Playing Time: Equal playing time required (season and tournament).

4th Grade

- Ball/Hoop: 28.5" ball; 10 ft hoop.
- Game Length: 4 × 6-minute quarters; standard clock.
- Scoring/Timeouts: Score kept; two (2) timeouts per game; one (1) in OT.
- Substitutions: At 3-minute mark and quarter breaks; must sub if any player is on the bench; no player should sit a full quarter; no timeouts to create a substitution.
- Defense: Man-to-man only.
 - West conference - No defensive traps.
 - East conference – traps are only allowed during the time you are allowed to press.
- Pressing:
 - EAST Conference - Allowed only in the last 2 minutes of the 2nd and 4th quarters, and only if the score margin is within 10 points.
 - WEST Conference – Not allowed at any time
- Officials: Two (2) referees; scorer's table volunteer required.
- Playing Time: Equal playing time required (season and tournament).

5th Grade

- Ball/Hoop: 28.5" ball; 10 ft hoop.
- Game Length: 4 × 6-minute quarters; standard clock.
- Timeouts: Three per game (two 60-second, one 30-second).
- Running Clock: If a team leads by 20+ in the 2nd half, clock runs until lead is 15 or less.
- Substitutions: At any clock stoppage.
- Defense: All defenses permitted; full-court press allowed unless leading by 20+.
- Steals: On dribble and pass.
- Officials: Two (2) referees; scorer's table volunteer if no paid scorer.
- Playing Time: Equal playing time expected (season and tournament).

6th Grade

- Ball/Hoop: 28.5" ball; 10 ft hoop.
- Game Length: 4 × 7-minute quarters; standard clock.
- Timeouts: Three per game (two 60-second, one 30-second).
- Running Clock: If a team leads by 20+ in the 2nd half, clock runs until lead is 15 or less.
- Substitutions: At any clock stoppage.
- Defense: All defenses permitted; full-court press allowed unless leading by 20+.
- Steals: On dribble and pass.
- Officials: Two (2) referees; volunteer scorekeeper if no paid scorer.
- Playing Time: Equal playing time expected (season and tournament).

Jr. High (7th–8th Grade)

- Ball/Hoop: 29.5" ball; 10 ft hoop.
- Game Length: 4 × 7-minute quarters; standard clock.
- Timeouts: Three per game (two 60-second, one 30-second).
- Running Clock: If a team leads by 20+ in the 2nd half, clock runs until lead is 15 or less.
- Substitutions: At any dead ball.
- Defense: All defenses permitted; full-court press allowed unless leading by 20+ (traps and zones permitted).
- Playing Time: Equal playing time encouraged (season and tournament).

Safety, Facilities & Emergency Procedures

For the safety of our children and faculty:

Do not prop doors open and do not allow children to walk around the school.

Respect the Facilities

- No food or drinks in gymnasiums except water for the players.
 - Water fountains are available in the gym or hallway
- Do not bring food into the gym or school.
- Protect school property (displays, boards, equipment). Stay in the gym during events and exit promptly after.
- Parents manage non-participating children; **clean up all trash**; leave spaces as you found them.

Emergency Evacuation (Summary)

- If fire or smoke is discovered, activate the fire alarm (and notify staff if safe). Call 911 if needed.
- On alarm, evacuate calmly to the nearest safe exit; avoid blocking emergency access; gather in a designated area for headcount.
- Coaches/parents must account for all players and accompanying family members.

Appendix A — AED Locations

- HSE High School: Outside Health Clinic; Athletic Trainer; Outside Athletic Office; A Hall; Outside Leonard Auditorium; 2nd Floor “J” Wing.
- Fishers High School: Outside Health Clinic; Athletic Trainer; 2nd Floor A/B Hall Rotunda; CCA Front Entrance; Outside Pool.
- Fall Creek Jr. High: Outside Main Office; Outside Athletic Office.
- Riverside Jr. High: Outside Gym; In Main Office.
- Fishers Jr. High: Outside Gym; Outside Health Clinic.
- HSE Intermediate/Jr. High: Outside Athletic Office; Outside Main Office.
- Sand Creek Intermediate: Outside Gym.
- Riverside Intermediate: Outside Gym.
- Fall Creek Intermediate: Outside Gym; In Health Clinic.
- Brooks School Elementary: In Gym.
- Cumberland Road Elementary: In Gym.
- Deer Creek Elementary: In Gym; In Clinic.
- FOCUS: In Gym.
- Fall Creek Elementary: Outside Gym.
- Fishers Elementary: In Gym.
- Geist Elementary: In Gym.
- Harrison Parkway Elementary: In Gym.
- Hoosier Road Elementary: In Gym.
- Lantern Road Elementary: In Gym.
- New Britton Elementary: In Gym.
- Sand Creek Elementary: Between Gym and Cafeteria.
- Southeastern Elementary: In Gym; In Clinic.
- Thorpe Creek Elementary: Outside Gym; In Nurse’s Office.
- Administration Office: In Main Hallway.
- Transportation: In Garage.