

## RULES: Junior Farm Division (7-8 years old) Boys

These rules have been put in to effect to teach the kids the fundamentals of basketball. But more importantly to have FUN!!!

1. Players must be 8 years of age or under prior to of current year.
2. A team must have 5 Players dressed and ready to play for the game to begin. The team will have a 5 minute grace period. At that time the team must forfeit the game. (Referee/ Director Decision is the final decision)
3. Disciplined players must be reported to opposing coach and score keepers prior to the game.
4. Each team must check into the score table prior to the game and each quarter afterwards.
5. Two (2) personal (coaches and/ or team moms) are allowed on the team sideline and ONLY 1 Coach Standing during games. 1 warning will be given, and then a Technical Foul will be given if coaches do not correct the situation.
6. Rim height will be set at 9 feet, and a 28.5 Leather Game Ball will be utilized.
7. Game Time will consist of Four 8 Minute Quarters.
8. Overtime: Will be allowed when games are tied at end of regulation. Time will be set at 3 minutes. After the 1st overtime and still a tied game, that game will be counted as a tie. Exception in playoffs, the 2nd overtime will be a 3 minute quarter and if a 3rd overtime is require, a jump ball will be initiated and the first team who scores wins.
9. The clock is a Running Clock. The clock will only stop during Team and Official Timeouts. Except last 2 minutes of 4th Quarter only, the clock stops on all whistles and free throws.
10. Mandatory play time for each player is 1 full Quarter.  
"Example: If 12 Players: 5- 1st Q, Next 5- 2Q, the last 2 and any 3 players. 4Q- Can be any player coach wants to play."
11. Teams will be permitted 2 timeouts per half during regular Play, and 1 timeout in Overtime.
12. Unused Timeout cannot be carried into the second half or overtimes.
13. Halftime will consist of a 3 minute period.
14. Center Jump at the beginning of the game. The arrow will determine possessions at the start of each quarter, and Jump balls.
15. A player will foul out of the game at 6 fouls.
16. Free throws will be 1 foot closer to the rim from the regulation free throw line. Players can move on the shooter release LANE VIOLATIONS WILL BE CALLED.
17. The offensive team must advance the ball past mid court within 8 seconds.and pass the 4'( feet) area with 5 seconds. The referee will be count down.if the offense team do not pass the ball over with in the 5 seconds the defense team will have possession. THERE WILL BE NO STALLING THE BALL WITH THIS AGE GROUP DIVISION. Not until the last 2 minuets of the 4 Quarter.
18. Junior teams may NOT apply defensive pressure until the offense has cleared mid court. Once the offense has cleared 4' feet past mid court, or the tape makers point on the floor defenses may apply man to man (1 on 1) defense from free throw line extended to side lines to half court. Illegal defense will be called if any team traps above the 4' feet line or tape Technical foul on 2nd illegal defense.
19. Teams may trap (2 man trap only) from free throw line extended to the baseline of their side of the defensive court.
20. If a defensive team gets a rebound or steal and elects to fast break, the opposing team may apply 1 on 1 defensive pressure. No trapping unless below free throw line.
21. In the last 2 minutes of the 4th quarter and anytime in overtime of a game, teams can apply man to man full court pressure as well as a fast break.

22. If the offensive team advances the ball passed mid-court and calls a time out, the defensive team obligation not to pressure will have been satisfied. When the ball is put into play, the defense may elect to pressure the ball by applying man to man defense at any point on the court.
23. In event of an injury, the player must leave the court. Upon reentry to the game, the player must still fulfill their required time of 1 quarter (8 minutes). It is the coach's responsibilities to ensure the player gets their required time. Score keepers will mark time the player exit the game and reenter the game. That time must satisfy the requirement of 8 minutes. The referees will determine when the clock will be stopped for an injury.
24. Bonus Free Throws – If a team has 7 fouls it will be a 1 and 1, 10 Fouls will be 2 Free Throws. Team Foul count will restart at beginning of 3rd Quarter. Team Fouls will be kept from the 3rd and 4th quarters into overtimes.
25. No protest will be allowed, except for improper playing time and/ or illegal age, resulting in a forfeiture of the game. No protest will be allowed for a referee's call or decision. If a team is to protest, the Head coach and Head Coach only must fill out a protest sheet, have the referee, and gym supervisor sign directly after the game and email it to all basketball directors.
26. Maximum Playing Time for Junior is 1 hour including overtimes.
27. Overtime: If the score is tied at the end of the 4th quarter, Play will be extended for one 3 minute quarter. If score is tied at the end of overtime, there will be a jump ball and the first team to score wins the game.
28. Technical Fouls will be one free throw and ball to offense.

**COACHES: PLEASE ADHERE TO THE DRESS CODE**

1. Coaches must be at the game 30 minutes prior to the game time and must stay until all children have been picked up.
2. Coaches must control their players and parents.
3. Coaches must show good sportsmanship at all times. You will not be allowed to yell or curse at the referees.
4. If a Coach or Parent get ejected, there will be a mandatory next game suspension and depending on severity or if ejected twice, the directors will investigate and determine the coach or parent future within the league.

**LSR has a ZERO TOLERANCE policy** for any profanity, threats, aggression, coming on to court unless for an authorized reason and/or violence towards Referees, League or Area Representatives, Coaches, Fans etc. Any one that violates the Zero tolerance policy will be removed from premises. Banned for one year and that Coaches/Parents/Fans team will forfeit that game and the following game. Parents who bring family/ friends are responsible for their actions. Any association's referee can eject a coach or spectator.

The (AD) reserves the right to change any rules that are not covered or understood by.

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