## Minot Parks & Recreation Grade School Basketball Rules

- 1. Five six minute quarters per game. The clock will run except for time outs.
- 2. One time-out per quarter for each team. Time-outs cannot be accumulated.
- 3. Ten-second violations will be called leniently.
- 4. The official score at games is kept by the MP&R scorekeeper and not by anyone in the stands or on either bench.
- 5. Man-to-man defense ONLY! NO full court pressing, trapping or zone defenses allowed.
- 6. Three-second violation will be called leniently.
- 7. Traveling will be called leniently.
- 8. Due to the amount of time it takes to line up players up for free throws, no free throws will be shot.
- 9. If a player commits a common foul there will be one (1) point awarded. The team being fouled retains possession of the ball. If a player commits a foul against a player who is in the act of shooting and the shot is no good, there will be two points (2pts) awarded. The team committing the foul then gets possession of the ball.

If a player commits a foul against a player who is in the act of shooting and the shot is good there is three points(3pts) awarded and the team committing the foul gets possession of the ball.

10. Profanity herd by an official:

 $1^{st}$  time Technical Foul – 1 point and ball  $2^{nd}$  time Ejected from the game  $1^{st}$  time

If a boy / girl motions or makes derogatory remarks about a call: They are warned – if it continues they will sit out at least a quarter.

If coaches conduct is improper:

**They are warned** - if it continues:

 $1^{st}$  time Technical Foul – 1 point and ball  $2^{nd}$  time Ejected from the gym for that game

\*\*Coaches: if at any time you are ejected from the game because of arguing with the referees or supervisors, you may find yourself sitting out the remainder of the season. (You are there to teach and help the kids and not for your own benefit! Have Fun!!)

- 11. Over the back will be called leniently.
- 12. All registered players may dress for a game. Every player **must** play at least two quarters
- 13. Coach's boxes for the coaches to stay in. This is not to punish, but so our scorekeeper can see the court and score accurately.

 $1^{st}$  time Technical Foul – 1 point and ball

2<sup>nd</sup> time Ejected from the game