Lake Charles Ward 3 Recreation

LCW3-YBL OFFICIAL RULES

5/6 Youth Basketball

These rules and regulations were put in place by the Athletic Director of Lake Charles Ward 3 Recreation.
Other rules & regulations will refer to the NFHS Association.

I. **Court, Goals & Ball Dimensions:** Games will be played on an 84' x 50' court, 8' basketball goals, and with a 27.5 ball size. Free-throws will be shot from 4' in front of regular line.

II. **Clock/Halftime/Overtime:** Games will consist of (4) 6 minute quarters – **STOPS DURING FREETHROWS, TIMEOUTS, & IN THE LAST MINUTE OF EACH HALF.** ****NEW**** Once a team goes up by 20pts, the clock will run for the remainder of the game (regardless if the deficit drops below 20pts). Injuries and timeouts will always stop the clock. **Each team is allowed two timeout per half (60sec & 30sec).** There's no overtime in the regular season, but a 2min overtime period in playoffs until winner is declared.

III. **Defense Rules & Regulations**: ****NEW**** Players will be required to wear wristbands and guard the player of the other team with the same color wristband. Teams are to play half court man-to-man defense -- **NO FULLCOURT DEFESE, DOUBLE TEAM or TRAP ZONE IS ALLOWED.** Full court MAN-TO-MAN will be allowed in the final minute of the game IF the game score is 5pts or less.

IV. **Disciplinary Actions-** Any person (Coaches, Players, and/or Spectators) who is asked to leave the premises by a Lake Charles Ward 3 Recreation Staff Member **MUST** leave at the time of the request given. If he/she declines this request, it can lead to his/her team forfeiting the game, including but not limited to game and/or season suspension(s), and can lead to being banned from Lake Charles Ward 3 Recreation. All decisions made by staff will be further investigated by the Lake Charles Ward 3 Administration. ***COACHES ARE RESONSIBLE FOR ALL BENCH PERSONNEL***.

V. **Eligibility:** A player must be registered with a birth certificate on file, prior to the start of the season. Any player that does not have a birth certificate on file will not be allowed to play. Coaches are responsible for confirming the DOB of all players listed on their roster.

VI. **Foul Play/Unsportsmanlike Conduct- NOT TOLERATED.** If the sight coordinator or official witnesses any acts of intentional grabbing, elbowing, cheap shots, or any unsportsmanlike act, it can result in a technical foul or an ejection from the game. Offensive or confrontational language will **NOT** be tolerated. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee may give a warning. If it continues, it can lead to player/coaches ejections.

VII. **Fouls:** After a team has committed 5-team fouls in one quarter of play, the opposing team will be awarded a bonus of two free throws. The foul count will reset after each quarter, with the 4th quarter fouls rolling over into overtime (playoffs only). After 5 individual fouls, the player will be fouled out and must sit the remainder of the game. If a team is down to 4 players after a foul out, the team must play with those 4 players. Once a team is down to 3 players due to fouls, then that team must finish the game with those 3 players, regardless of the amount of player's number of fouls or until the officials or administration deem the game unwinnable.

VIII. **Offense/Scoring:** All scores will count for 2pts. Halftime shots will count for 1pt. A 5-Second lane violation and closely guarded will be enforced on the offense and screens are not allowed. 1pt = free throws, 2pt = inside the arc, and 3pt = behind the arc. Any fouls that occur in the act of shooting will require teams to line up for free throws from the line 4' below the main free-throw line. **Note:** The max number of points a team can receive/lose is 20pts per game.

IX. **Overtime:** If the game is tied at the end of regulation, then each team will shoot 5 free throws to determine a winner. The coach will pick 5 players from his/her team to shoot ONE free throw each - BEST out of 5 will win. *Note: Any player that is fouled out cannot shoot.* Teams will shoot BEST out of 5 until a winner is determined**. *PLAYOFF OVERTIME – A 2-minute OT will be played out to determine a winner.***

X. **Player/Coach: Only 3 coaches allowed on the team's bench.** Players and coaches are allowed to speak to the officials, but they must be courteous at all times when doing so. Any player or coach is not being respectful to the game, can lose the right to talk to the officials. The official may issue a warning before enforcing technical fouls. The official always has the right to eject a player/coach from the game. *All ejections will be investigated by the league director.*

XI. **Players Equipment:** Home team will wear WHITE and away team will wear ALTERNATE. The proper jersey, shorts, and shoes are required in order to participate in the game. This does **NOT** include: Cut off shorts, jean shorts, jean pants, boots, etc. ALL jewelry must be removed before the game. Any player that is in violation of Players Equipment **WILL NOT BE ALLOWED TO PLAY**.

XII. **Possession of Ball:** The home team will get possession of the ball to start the game. **NO JUMP TIP**. From then on, possession of the ball will be kept by the officials and scores table. **No fast breaks allowed. All transitions will be stopped at the point of possession by the defense.**

XIII. **Rosters:** Teams are expected to be ready 15 minutes prior to tip-off. A team must have at least 4 players to begin a game but must have at least 5 players before the beginning of the 2nd quarter. If the team does not have 5 players at the beginning of the 2nd quarter, the game will be a forfeit. However, the game can still be played with the officials and a timer, but the team with the full roster will receive the Win. A team may consist of a maximum of 12 players and a minimum of 6 players. All players ***are expected*** to play **AT LEAST 6 MINUTES (1 Quarter)**. *All questionable players' minutes will be investigated by the league director.*

XIV. **Scoring:** A 5-Second Lane Violation will be enforced on the offense. 2-point scores will be awarded from inside the arc, and 3-point scores will be awarded from behind the arc. Any fouls that occur in the act of shooting will require teams to line up for free throws. Free throws will be shot 4' in front of the regular free throw line. **Note:** The max number of points a team can receive/lose is 20pts per game.

XV. **Seeding/Playoffs:** Scores will be kept every game to determine playoff seeding. Teams tied in the record column will seeded by head-to-head matchup & point differential. Max number of +/- points is 20pts. All teams will make the playoffs in this division. In the event of a tie for 1st Place, coins will be flipped to determine which team gets the top seed in the playoffs.

XVI. **Time/Halftime:** Games will consist of (4) 6 minute quarters **RUNNING TIME - STOPS IN THE LAST MINUTE OF EACH QUARTER (dead balls), with a 2min halftime.** ****NEW**** Once a team goes up by 20pts, the clock will run for the remainder of the game (regardless if the deficit drops below 20pts). Injuries and timeouts will always stop the clock. Each team is allowed **two timeout per half (60sec & 30sec).**

LC Ward 3 Recreation Pryce/Miller Recreation Center: 337-502-5231
LC Ward 3 Recreation Power Centre Multi-Sport Complex: 337-990-0112
LC Ward 3 Recreation Enos Derbonne Sports Complex (Lake Street): 337-502-5214
LC Ward 3 Recreation MLK Center 337-491-1497

Lake Charles Ward 3 Recreation encourages you to visit our website 'www.lcward3recreation.com' and also join the league's Facebook page 'Lake Charles Ward 3 Youth Athletics' to keep up with all the latest league news, scheduling, and rankings. Hard copies of the schedule will be available on all game days. Games are scheduled to start ON TIME. Exceptions will ONLY be at the site coordinator's discretion.

Lake Charles
ATHLETICS