

## Yankton Youth Basketball League Rules

1. 3-4, grade divisions will play **18-minute running clock**. Clock will stop on all time-outs and during the last minute of the first half, and the last minute of the game.
2. Each team provides their own warm-up balls. Game balls will be provided (intermediate size balls will be used in all divisions)
3. Four-minute halftimes.
4. Teams must be ready to play 10 minutes before scheduled game time. Please check score sheet for accuracy at that time.
5. Two full and two 30-second timeouts per game. Timeouts cannot be carried into overtime. One timeout will be awarded to each team in overtime.
6. First overtime will be one minute in length. The second overtime will be sudden death.
7. 1 and 1 rule is in effect after 7 team fouls. 2 shots after 10 team fouls. (NOT 1-2 grade)
8. Man to man defense must be played in all divisions
9. Full court press and back court pressure: only in the last minute of the game up to 10pt lead
10. 3-point rule is in effect all divisions.
11. Substitutes must report to the scores table to enter the game, and then wait until the officials signal entrance.
12. Coaches, players and fans must stay OFF the playing court unless they are part of the team playing at that time.
13. Overly abusive behavior on the part of the coaches and/or fans toward officials or coaches/players of opposing teams will not be tolerated. If poor behavior is displayed, that party will be asked to leave the premises.
14. **Non-marking, soft-soled shoes must be worn by all players.** All participants are expected to bring tennis shoes to the competition site and change shoes prior to stepping on the court. Non basketball shoes not permitted on wood courts.
15. All technical fouls will result in the automatic awarding of 2 points plus the ball out of bounds. Any player or coach receiving a 2<sup>nd</sup> technical will be removed from the game.
16. Defense cant guard their player until they reach the 3pt line.

### **3<sup>rd</sup>-4<sup>th</sup> Grade Additional Rules**

1. Defense cant guard their player until they reach the 3pt line.
2. Last minute of game, teams can pick up players at half court

### **1<sup>st</sup>-2<sup>nd</sup> Grade Additional Rules**

1. After any made basket or free throw, the ball must be taken back behind the 3 point line at the top of the key. Ball does not need to be checked.
2. After any missed basket, the defensive team must take the ball back anywhere behind the 3 point line before starting their offense. This includes airballs and turnovers. This will eliminate confusing of the players.
3. Will play two **12-minute running clock halves**.
4. Coaches will call fouls. No Score will be kept for 1<sup>st</sup>/2<sup>nd</sup> grade division.