

PROVO PARKS & RECREATION

7th – 8th GRADE

2016 RULES



High school rules will govern play with the following exceptions:

- Play will consist of two (2) twenty minute halves with the clock stopping during the last two (2) minutes of the game.
- Time-outs: 2 (1 minute each) per half (these do not carry over).
- Overtime: One 3-minute period with clock stopping during the last minute.
 - One (1) time-out given for each overtime (these do not carry over).
- Defense: Man-to-man or zone defense is allowed.
- Full-court press may be played at any time except when a team is 15 points ahead (they are no longer allowed to full-court press).

PLAYER/COACH CONDUCT

Everyone will be expected to display good sportsmanship at all times. Rude or disruptive behavior of any kind will not be tolerated. To ensure good sportsmanship, each team must receive 75% of the possible 80 sportsmanship points (10/game) to play in the post-season tournament.

- The following criteria will be used in giving Sportsmanship Points by the Recreation Staff

Team Sportsmanship	Points
1. Players and coaches shake opposing teams' hands.	1
2. Coaches keep players, and self under control.	1
3. No technical or flagrant fouls called on team.	1
4. Parents and spectators are positive during game.	1
5. Teams go out of way to show good sportsmanship.	1
Total:	5

- Coaches will be required to fill out a sportsmanship card for the opposing team after each game. Teams will be graded on a scale of 1-5 with "1" being bad sportsmanship and "5" being good sportsmanship.
- Any team receiving four (4) or fewer Sportsmanship Points in a post-season game will be disqualified from the remainder of post-season play.

- Coaches or fans that are disruptive will be asked to leave the gym by the Site Supervisor.
- Players and coaches are not be allowed to switch any player(s) to a different team.
- **Coaches must play all their players at least one (1) full half of each game.**

FORFEITS

- During the regular season, the game clock will start at game time and run until there is 10 minutes left in the first half. The game will be ruled a forfeit if a team does not have enough players at this point. The game must start if there are only four players.
- During the post-season, game time is forfeit time. If the opposing team decides to wait for the team that doesn't have enough players, the grace period will be no more than 10 minutes from game time. The game clock will start at game time and run until there is 10 minutes left in the first half. The game will be ruled a forfeit if the team does not have enough players at this point. If there are only four players, the game must start.

FACILITY RULES

- No food or drink will be allowed in any of the gyms by players or spectators. A water bottle for the players is the only exception.
- Any children attending basketball games must have appropriate supervision. Players are not considered appropriate supervision. Unsupervised children may result in the league losing its privilege of using the facility.
- Anyone caught hanging on the rims, dunking the ball, or otherwise abusing the facility will be given a technical foul. **This applies before, during, or after a game.** It is a Code of Conduct violation if it occurs before or after the game and can be enforced in your team's next scheduled game. Players can also be suspended for a minimum of one game. **Exception:** You may dunk the ball in the course of the game, but you may not hang on the rim unless it is, in the judgment of the officials, to protect yourself. Any player responsible for damage will be charged.
- The buildings we use, and the custodians who work there, will be treated with the utmost respect. Any problems reported to Provo City may result in a player or coach being asked to no longer participate.

DISCIPLINE

- Player technical fouls (these are Technical Fouls for conduct or Code of Conduct Violations) during **pre-season, regular season, and post-season** will be penalized by two free-throws for the opposing team plus possession, and the following:
 - **1st Technical: Sit out five minutes of game time.**
 - **2nd Technical (any time in pre-season, regular, and post-season): Minimum suspension for 1 week.**
 - **3rd Technical (any time in pre-season, regular, and post-season): Suspension for rest of season and tournament.**
- These technical fouls are cumulative and carry through regular and post-season. **Game ejection will occur upon receiving two technical fouls in one game.** Serious conduct violations may require additional disciplinary actions.
- Any player given a suspension will not be allowed to participate in any Provo Recreation Leagues for the specified amount of time.
- The Provo Parks & Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the basketball program.