

APACHE JUNCTION YOUTH BASKETBALL RULES AND REGULATIONS (6-8 Year Old League)

Revised 6/2/2021

Philosophy of the League

The Apache Junction Parks and Recreation Department created its youth sports programs for the fun and enjoyment of everyone involved. We stress programs that emphasize maximum participation, maximum fun, and maximum learning opportunities. Volunteer coaches have a key role in promoting the above goals of our youth sports programs. We believe that every participant should walk away from this season with newly improved skills, a sense of team and sportsmanship, as well as the desire to continue making sports and recreation a positive part of their lives.

Games & Practices

Games will be held at the Multi-Generational Center Gymnasium on weeknights and weekend days. There will not be any additional practices allowed outside the scope of what has been set up by the Parks and Recreation Department. We appreciate the cooperation of the MGC staff in providing facilities that are necessary for the existence of our programs. Please be courteous to the facility we are using and any other program which may be in progress while you are there. If you run into any problems, please report them immediately to the League Staff or Administrator at your gym site or contact AJ Parks and Recreation (480) 983-2181.

Players / Playing Time

The Parks and Recreation Department will set up all teams. Players are divided up according to many different factors such as age, size, ability, etc. We do our very best to insure that teams are as equal as possible. NO PLAYERS may be added to any team without the permission of the AJ Parks and Recreation office and League Administrator. This league stresses maximum participation, therefore, it is the responsibility of the coach to ensure that each player will play at least half of every game. Please notify league staff of any reason this may be difficult. There will be an automatic substitution period every five minutes of play. If there is a discipline problem or an illness, it is advised that the coach report it to the League Staff that day, prior to the game if a player won't be playing.

Conduct of Coaches & Players

All persons directly involved in our league are expected to act in a reasonable and sportsmanlike manner. Negative or otherwise unsportsmanlike behavior will not be tolerated and any occurrences of such will be closely monitored. Any player or coach who acts in an unsportsmanlike way may be given a technical, and/or ejected from the game. Spectators will be held to the same standard. Sportsmanship violations from spectators may result in ejection from the facility.

Playing Rules & Guidelines

A. Game Time – *The time listed on the schedule is the time your team should be there. The game, practice, scrimmage or event will need to within 10 minutes of your listed time. Players are expected to be on time so your team doesn't have to play "short-handed."* Two 20 minute halves will be played with a 5-minute half time (if time permits). The clock will stop for 30 seconds on substitutions every five minutes. **Note: second half time may be adjusted to keep games running on time.*

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B. Possession – The game will begin with the team listed first inbound the ball from their own baseline. The second half will start with the team listed second inbound the ball from their own baseline. Alternating possession will be used in the event of a “jump ball” call.

C. Substitutions – Substitutions will be made at the closest dead ball to 15min, 10min, and 5min left on the clock. The clock will stop for 30 seconds for coaches to make their substitutions and the ball will be put back into play in no later than 45 seconds. The running clock will restart after 30 seconds. No other substitutions may occur except for injuries or other emergency situations. Coaches are expected to ensure equal playing time for each player. Parents can help the coach with substitutions.

D. Fouls – Fouls will be called, but we will not keep track of them at this level. Coaches/Officials are expected to call fouls fairly on both teams, not just their own.

E. Free Throws – We will shoot free throws when a player is fouled in the act of shooting. (clock will continue to run). Players unable to make it from the free throw line may be moved closer to basket.

F. Full Court Press - No full court defense will be allowed at any time in this league. The coaches/officials will verbally inform teams to get back on defense.

G. Time-Outs - Each team will receive 2 one-minute time outs per game. They can be used any time during the game. Clock will stop.

H. Ball – Junior (27.5) sized basketballs will be used with an 8 foot basket.

I. Stealing – Players may only “steal” the ball on a pass or loose ball, not on the dribble or when a player has possession of the ball.

J. Officials – One coach from each team will be allowed on the court to coach and officiate. Remember this league is to be instructional.

K. Shot Blocking – Shot blocking is not allowed in this league. The defensive player may not jump in an effort to block a shot. They may stand upright with arms extended straight up but not angled to the ball or shooter.

L. Defense – Teams may play man on man or zone defense. Coaches need to teach players how to properly and safely play defense.

Tobacco/Alcohol/Drug Policy

Apache Junction Parks and Recreation promotes a tobacco-free, alcohol-free and drug-free environment for the children participating in our leagues. All tobacco, alcohol and illegal drug products are prohibited at the sites. Any person found in violation of this policy will be asked to leave the premises. Anyone who is found in violation of this policy may be barred from attending future practices and games.