

WHEATON PARK DISTRICT

Madison Basketball Pilot League Rules

2018-2019 Season

1. Official League Ball Size

- a. 3rd Grade Junior size basketballs (27.5)
- b. 4th- 5th Grade Intermediate size basketballs (28.5)

2. Rim Heights

- a. 3rd- 5th Grade 10 feet

3. Score Keeping

- a. 3rd- 5th Grade
 - i. Normal scoring will be kept

4. Quarter/Half Length

- a. 3rd- 5th Grades Two 16 minute halves, running clock
- b. Halftime will be 3 minutes.
- c. Warm-up before game will be 3 minutes, if time permits.

5. Stoppage of Clock

- a. 3rd- 5th Grade
 - i. Free Throws
 - ii. Time outs
 - iii. Under 1 minute of each quarter for any dead ball situations.
 - iv. Clock does **NOT** stop after a basket is made.

6. Playing Time/Exceptions

- a. Every player must play a minimum of half of each game.
- b. Exceptions are any injured/ill player who cannot continue to play.

7. Substitutions during the game

- a. Everyone must play at least 2 quarters or half of each game.
- b. 3rd- 5th Grade
 - i. Every 4 minutes of the half. (At the 12, 8 and 4 minute mark of both halves)
 - ii. At the beginning of the second half.
 - iii. Injury

8. Game Time

- a. Games will be scheduled at one-hour intervals. Teams must be dressed and ready to play 15 minutes before scheduled game times. All players must take jewelry off prior to the game. Medical alert bracelets/necklaces or religious items are not considered to be jewelry but must be secured to the body. The referees have the final discretion.
- b. A team is allowed 5 minutes after the scheduled starting time to field a team with at least 4 roster players. If a team only has 4 roster players at game time, the opposing team will only be allowed to use 4 players also (no double-teaming is allowed).

9. Fast Break

- a. 3rd-5th Grade
 - i. Allowed unless up by 15 points or more.

10. Defense

- a. 3rd Grade
 - i. Must play man to man
 - ii. No Double Teaming allowed
 - iii. Help defense is allowed; if offensive player gets past his original defender, but once original defender gets back to the player he was guarding, the help defender needs to return to their original defender. If not, the play will be blown dead for double teaming and the team on offense will retain the ball with an out of bounds play.
 - iv. Must play defense behind the red volleyball line or 3 point line extended.
- b. 4th-5th Grade
 - i. Same as 3rd grade except for rule below.
 - ii. Must play defense behind the red volleyball line or 3 point line extended,
 - 1. **ONLY** in the 2nd half with 4 minutes to go and your team is losing, may you play defense at half court.

11. Stealing

- a. 3rd Grade
 - i. Stealing is only allowed between the front of the red volleyball line or 3 point line extended and the offensive team's basket.
 - ii. Any pass from behind that point to a player in front of the line, may be stolen.
- b. 4th- 5th Grade
 - i. Only allowed to steal starting at half court unless the press rule is in effect.

12. Offensive Lane Violations

- a. 3rd-5th Grade 5 seconds.

13. Free Throw Line

- a. 3rd Grade 12 foot line
- b. 4th- 5th Grade Regulation, but allowed to jump past the free throw line on release

14. Fouls

- a. 3rd-5th Grade
 - i. Teams will shoot free throws when:
 - 1. A player is fouled in the act of shooting (no excessive continuation like in the NBA)
 - 2. When a team reaches 7 team fouls in a quarter or half, the other team will shoot 1&1.
 - 3. When a team reaches 10 team fouls in a quarter or half, the other team will shoot 2 free throws (double bonus) for the remainder of that half.
 - 4. Free throws are not shot on any offensive foul, even if a team is in the bonus.
 - 5. Team fouls reset at halftime.

- b. If a team has 6 players to start the game and one fouls out but the 6th player can't play in the game (injury), that team must play 4 on 5 until the 6th player is ready/able to reenter the game unless the opposing coach is willing to play four on four.
- c. If Team A has only 5 players to start the game and one fouls out, the opposing coach has the option to play 5 on 4 or can play 4 on 4 (grades 3rd-8th). If Team A, with 4 players has another player foul out, that player remains in game but Team B will receive 2 foul shots and the ball. For each addition foul for **that player**, Team B will continue to receive 2 shots and the ball. If Team B that had more than 5 players to start the game has a player foul out, that player is **NOT** disqualified and may remain in the game, but the same rule applies that Team A will receive 2 shots and the ball if that player with 5 fouls has any more fouls.
- d. Any flagrant or technical fouls called will result in an automatic 2 points and the ball.

15. Time Outs

- a. Teams are allowed 2 time outs per half and 1 time out for the overtime period (when applicable).
- b. Time outs are not carried over from regulation to overtime.

16. Injured player

- a. If a player is injured and the coach must go onto the court to tend to the player or a referee calls an injury timeout, then that player must be taken out of the game. The coach may substitute any bench player for the injured player. The earliest the injured player may reenter the game is at the next dead ball OR the coach may use a team timeout and the player may reenter right away.
- b. Players with Casts and/or splints are not allowed.

17. Overtime

- a. 3rd-5th Grade
 - i. One 3 minute **RUNNING CLOCK** overtime quarter will be played for all levels

18. Coaching Presence

- a. There will be only **ONE** head coach and **ONE** assistant coach allowed per team.
- b. Each coach is required to have filled out a volunteering form so we can run background checks before the first practice starts. Any coach that has not signed one will not be allowed to coach or sit on the bench.
- c. If a team is caught with a coach on the bench that is not approved or more than 2 coaches, by Mark Dolphin the Athletic Supervisor, refer to rule 16D-ii for the consequences.

The Wheaton Park District appreciates the dedication of all players, coaches, parents, officials, spectators and Park District staff. We all must work together in order to make the most positive experience possible.

If you have any questions or concerns, please do not hesitate to contact Mark Dolphin, Athletic Manager at mdolphin@wheatonparks.org or parent helper, Michael Pascente at michael.pascente@gmail.com.

Revised 8/15/18