



Downtown Basketball League Regulations

Conduct

A high standard of conduct will be expected from all players, coaches, referees, league officials, and spectators. Public bickering and quarrelling only undermine the integrity of the game, and will not be tolerated.

1. Parents and other spectators must remain off of the court during warm up and games, and may not address coaches, players, referees, or other spectators in a negative manner. **Failure to comply with this rule will lead to removal from the gym for the entire season.**
2. No food is allowed in the gym during practice or games. All trash is expected to be cleaned up by the individual bringing it in. Remember this is not our gym, we are guests of the school and if we want to continue to use it, we must keep it clean!
3. At least one referee will be in charge of each game. His/her calls and decisions are final and should be respected. Problems relating to officiating should be directed to League Director, Alex Roche.
4. All people involved in DOWNTOWN BASKETBALL LEAGUE should be respectful to all people and property they encounter. People guilty of unacceptable conduct are subject to immediate removal of the league function for an indefinite amount of time. Enforcement of these rules is administered by the referee or any league official or Manhattan Youth staff member.
5. Foul language is considered poor conduct and will result in technical fouls and/or ejection from the game.
6. Referees may, **and are encouraged to**, stop the game to explain rules and game play. This includes defensive match-ups to ensure more competitive games.
7. All children, especially younger siblings, must be supervised at all times in the school. No one is allowed to be in the hallways except when coming in or leaving the gym. Parents, guests, and children watching the game may not play anywhere on the gym floor, or on the ramp (P.S. 234), or in the hallways during games or practice.

Downtown Basketball League Game Play Rules .

1. All teams, except grades 2/3 (Substitutions for 2/3 come at the halfway point of each quarter), must use the Playing Time Sheets distributed by the Downtown Basketball League. Sheets must be submitted to the scorer's table prior to the Tip Off. Substitutions must be made in between quarters, and **MUST** reflect those on

the Playing Time Sheet. Remember this is a team game and substitutions should be in the spirit of this being a team sport.

- a. If a player arrives after the game has started, he **MUST** play at least one quarter.
 - b. When seven or more players are present, no player may play more than three quarters. Failure to abide by these rules will result in forfeiture.
 - c. Exception to the minimum playing time may be made for illness, injury to a player. An exception is also made in the case of a technical foul. In this case, the player must immediately come out of the game and a player of similar ability should be substituted. The player may return later, after the issue causing the technical is discussed with the referee, players, and coaches involved.
2. **Press (Half Court Defense) Rule:** If a defensive team rebounds the ball and holds onto it for a few (referee determines “few”) seconds without advancing, then a half court defense is in affect. If a team rebounds the ball and immediately starts to fast break down the court, the defensive team is allowed to defend at full court.
 3. **Offense:** Coaches are responsible to of teaching an offense that involves all five players on the court. • An offense that isolates one or two players is **illegal**. • First violation is a warning. Second and subsequent violations are a technical foul (two foul shots and loss of possession.)
 4. **Defense:** Coaches are asked to teach and implement “person to person” defense. • Players may leave their defensive assignment to challenge an offensive player who has beaten his/her defender and is attacking the basket or to stop an offensive player who has a “breakaway” to the basket. The player must then return to their defensive assignment. There is **NO** “double teaming.” • Violations will be assessed by the referee, and only by the referee.
 5. **Game Time:** Each quarter will consist of ten minute running time portions. At the beginning of each quarter the players will match up with who they are marking.
 6. **Timeout:** Each team will be allowed 2 (one minute) time out per half, with no carry over. No timeouts will be allowed during overtime.
 7. **Jump Ball:** A jump ball will start the game. Each tied up ball thereafter will go in alternating possession.
 8. **Tie Game:** Games for grade 2-3 players that end in tie will be declared a tie game.
 9. **Overtime:** (Only if time permits) Overtime can end in a tie. Overtime games will consist of a three minute period. Fourth grade and up are the only leagues that will use overtimes.
 10. **Backcourt:** Backcourt violations will not be called at P.S. 234. All other sites backcourt violations will be in effect.