

**Mokena Community Park District**  
Youth Recreational Basketball League  
Grades 1-8 League Rules

**Rosters/Divisions:**

Team rosters shall be made up of at least 8 players and no more than 10 players per team. The following is a list of divisions for the 2024-2025 season:

1st Grade Boys & Girls	3 <sup>rd</sup> Grade Boys	3/4 <sup>th</sup> Grade Girls
2nd Grade Boys & Girls	4 <sup>th</sup> Grade Boys	5-8 <sup>th</sup> Grade Girls
	5/6 <sup>th</sup> Grade Boys	
	7/8 <sup>th</sup> Grade Boys	

**Games:**

Games will be 4 quarters with each quarter lasting 8 minutes. Clock will only stop for timeouts, at the 4-minute mark (or closest to) of each quarter, player injury, free throws, and all referee whistles  
EXCEPTION: If a team is leading by 15 points or more in the last 2 minutes of the game, then the clock will continue to run (even on free throws).

An over-time period will not be played in 1st and 2nd Grade, as we will not be keeping score in 1<sup>st</sup> or 2<sup>nd</sup> grade league. All other divisions will play a 4-minute overtime period if the score is tied at the end of regulation.

Forfeited games (due to insufficient players) will be recorded 10-0 in league standings – no make-up games.

**Timeouts:**

Each team will be allowed two 1-minute timeouts per half, and 1 extra timeout per overtime period. No carry-overs of unused timeouts will be allowed into the next half or overtime period.

**General Rules:**

Jump ball will start each game, then alternating possession based on the possession arrow will determine which team gets the ball to start the next possession. A jump ball shall begin any overtime period.

Zone defenses can only be used in the 5th, 6th, 7th, and 8th Grade divisions. Man-to-man defenses can be used in any divisions, but MUST be used in 1st, 2nd, 3rd, and 4th Grade divisions where zone defense is NOT allowed.

A defender can pick up a dribbler at half court only after both the ball and his/her feet have crossed center court line. EXCEPTION: This would not apply in the last 2 minutes of the 4<sup>th</sup> quarter of the 5th, 6th, 7th, and 8th Grade divisions, as pressing is allowed in the last 2 minutes of the 4<sup>th</sup> quarter and also the last minute of any overtime sessions in those divisions. No team is allowed to press if they are leading by 15 points or more.

There is no stealing or blocking shots in the 1<sup>st</sup> and 2<sup>nd</sup> Grade divisions. Fast breaks are not allowed in 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Grade divisions. Fast break is defined as an attempt to move the ball up court and into scoring position as quickly as possible, so that the defense is outnumbered and does not have time to set up.

Double teaming is allowed in the 5th, 6th, 7th, and 8th Grade divisions. The following rule pertaining to double-team calls is for 1st, 2nd, 3rd, and 4th Grade divisions only: a double-team must be clear cut in the opinion of the referee (discretionary call) and must be either a situation where a player is clearly being guarded by 2 players who are trying to defend. If a player is brought into an area of the ball handler BUT IS NOT AFFECTING the play in any way, a double team WILL NOT BE CALLED.

A 10-second half-court rule will be enforced at all levels. The ball must cross the center court line within 10 seconds or possession will be lost. No 5-second call of a stationary or trapped dribbler will be made in the 1st, 2nd, 3rd, and 4th Grade divisions.

A 3-second lane violation call will be made for all divisions except 1st, 2nd, 3rd, & 4th Grade.

### **Playing Time:**

All players must play ½ of EACH quarter. At the 4-minute mark of each quarter, or closest whistle to, all players who have not yet played in that quarter must sub into the game at the same time. Players can be substituted for prior to the 4-minute mark in case of injury or illness. If a player is present for a game, he/she MUST PLAY at least 4 minutes of each quarter and CANNOT sit out the entire quarter.

In the cases where a team has less than 10 players on the roster for that game, the following table outlines the number of maximum minutes a player can play in the game:

10 Players=	16 minutes per game
9 Players=	20 minutes per game
8 Players=	20 minutes per game
7 Players=	24 minutes per game

### **Free Throws:**

All shooting fouls throughout the game will either be 2 or 3 shots depending on the 3-point line. On the 5<sup>th</sup> team foul called each half, the team fouled shall be awarded 2 free throws. Prior to the 5<sup>th</sup> team foul, a non-shooting foul will result in the offensive team taking the ball out of bounds. Once a team has 10 fouls per half, then all non-shooting fouls will be 2-shot fouls with the added bonus.

The free throw line for 1<sup>st</sup> & 2<sup>nd</sup> Grade will be 9 feet, 3<sup>rd</sup> Grade 10 feet, 4th Grade 11 feet, and 5th - 8th Grade 15 feet.

The rim height for 1<sup>st</sup> & 2<sup>nd</sup> Grade will be 8 feet; The Rim Height for 3rd-4th grade will be 9 feet; and 5th-8th Grade will be 10 feet.

All divisions except 1st - 4th Grade, players will not be able to cross the free throw line until the ball hits the rim.

Players receiving their 5<sup>th</sup> personal foul will be removed from the game. Only exception to this removal would be a situation whereby no other players are available to sub in. In this case this LAST player left with 5 fouls can remain in the game, and that 5<sup>th</sup> foul and all subsequent fouls by that player will result in 2 points and ball to the opposing team.

Any technical, intentional (intent to harm), and/or flagrant fouls will count as both a personal and a team foul with 2 points and ball awarded to the opposing team.

### **Miscellaneous Rules:**

1<sup>st</sup> & 2<sup>nd</sup> grade will use a 27.5” ball, while 3<sup>rd</sup> & 4<sup>th</sup> grade boys and all girls divisions will use a 28.5” ball. All boys divisions from 5<sup>th</sup> grade thru 12<sup>th</sup> grade will use a regulation-sized ball.

Earrings and necklaces may not be worn during games. Referees have the authority to dismiss players from the game that can't remove jewelry prior to playing.

Only 2 coaches are allowed on each player bench. Assistant coaches should remain seated on the team bench during the entire game (does not include timeouts).

No score will be kept in 1<sup>st</sup> Grade or 2<sup>nd</sup> Grade divisions. These divisions are for skill development only and no score will be kept or reported for any of these games.

If a team will be short players for a game (6 or less players), they may request to use a player of equal skill level from the same team in the younger division. All request must be approved by the Recreation Supervisor. If a request is not approved, the team using the ineligible player risks forfeiture of the game. If a player is brought up from a younger division to play in a game, they may not accumulate more game time than the players originally on the team.

### **Technical Fouls/Ejections:**

Coaches or players using profanity or displaying unsportsmanlike conduct will be given a technical foul. Any technical foul issued to a player will automatically result in a one game suspension. One technical = 1-game suspension (minimum); two technical' s in a season = future disciplinary actions ranging from suspension to removal from the league with no refund. A player that has been suspended may not attend his team's games until his suspension has been served.

*Revised August '24*