

Rec. + League Rules

1. Uniforms should have numbers on the front and back of the jersey.
2. League Entry form, Team Roster and payment need to be received at least one week prior to start of a league.
3. We play with a 28.5" indoor basketball.
4. A season consists of 8 weeks. There will be a single elimination tourney after the regular season.
5. Please check the website by Friday of each week to see if any schedule changes have been made. They will be listed in the "Important News!" box of the homepage.
6. If a team cannot make its scheduled time, the game is automatically forfeited. The forfeiting team will pay a \$40 fine to cover the cost of the officials if a game is cancelled. This will be due before the team's next scheduled game.
7. Games cancelled due to inclement weather will possibly be rescheduled during the week. Coaches will be contacted if games are cancelled, participants will be E-Mailed, and it will be posted on the website.
8. As of now game dates for grades 1-4 are Saturdays.
9. League rules may be modified during the season at the Athletic Director's discretion.

Game Rules

IHSAA rules will be used with the following exceptions:

1. Teams must play in the grade division of their oldest player, unless previously approved by the Boys & Girls Club of Zionsville.
2. All players must be listed on the official team roster, which includes parent's signature, to be eligible to participate. All rosters must be finalized by week one of each season.
3. Players may not be "double-rostered" on teams within the same grade.
4. Teams using illegal players will forfeit all games played thus far. A second violation of this rule causes the team to be removed from the league without refund.
5. A coach or player ejected from a game shall be suspended for the following game as well. A second violation in the same season results in suspension for the remainder of that season.

GRADES 3-4

- Four 9 minute quarters; running clock
- Clock only stops during time-outs, each team has 3 time-outs per game
- Overtime — 2 minutes
- If the game is tied after the first overtime, we will play sudden death.
- Pre-game warm up 5 minutes
- Third and Fourth grade teams can only press the last 3 minutes of each half
- No full court press or half court trapping zone defenses of any kind may be played by teams with a lead of 15 or more points.
- In the event of a blowout (30 point lead), score will be reset to 0-0 and no further score will be kept.

GRADES 1-2

- Four 8 minute quarters; running clock
- Clock only stops during time-outs, each team has 3 time-outs per game
- Overtime — 2 minutes
- If the game is tied after the first overtime, we will play sudden death
- Pre-game warm up 5 minutes
- No full court press
- No zones at all. We encourage man-to-man defense, as it teaches better fundamentals.
- No trapping or double-teaming (you can double in the lane).
- No defense until player with the ball crosses the half-court line.
- Foul shots will be approximately 12' in length.
- Goal height is 9' for grades 1 and 2.
- In the event of a blowout (30 point lead), score will be reset to 0-0 and no further score will be kept.