

PLAYER ELIGIBILITY

- Players must be in 3rd - 6th grade for the current school year.
- At any time during the season, Rahll Activity Center may request proof of eligibility.

EQUIPMENT

- Rahll Activity Center will provide the following equipment for teams:
 - 1st- 2nd Grade: 27.5" Ball
 - 3rd- 6th Grade: 28.5" Ball
- Players must wear their assigned Rahll Activity Center t-shirt, tucked in.
- Jewelry or hair accessories of any kind are not permitted, except plain bobby pins.
- Hard or plaster casts are not permitted.

GAME RULES

- Games consist of four 8-minute quarters, with a 1-minute break between quarters.
- All players must play at least 16 minutes per game.
- The clock will run at all times, except for officials' timeouts and free throws.
- Each team is allowed two 30-second time-outs per game.
- Halftime is 3 minutes.
- Each team must provide a scorekeeper.
- The game ends when time expires or when the hour ends. There will be no overtime.

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- All games will be played using a full court.
 - Goals will be 10 feet.
 - No official standings are kept.
 - Lane violation is 3 seconds.
 - Players with the ball in the backcourt are given 10 seconds to bring the ball across the half-court line.
 - If a team is leading by 15 or more points, players cannot press in the backcourt.
 - Teams may play man-to-man or zone defense.

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- In a situation where a team has only four players at game time, the official(s) and coaches agree to play a 4v4 format and begin the game. If a fifth player arrives, the teams may add their additional player on the court at the following dead-ball situation.
 - If a team has fewer than four players at game time, the game will be considered a forfeit. The teams are welcome to use the scheduled game time for practice.

START OF GAME & JUMP BALLS

- The opening tip will be the only jump ball during the game.
- Possession of any jump ball will alternate from one team to another.
- Scorekeepers are responsible for telling officials which team receives the ball.
 - The recommended system is to use the team that had the last possession.
 - Example: If one team is red and the other is blue, and the red team receives the tip-off, mark "R" at the top of the scoresheet. The blue "B" will receive the next jump ball. *Do not write the initial until after the team has thrown the ball in.

FOULS

- Players should raise their hand after committing a foul and turn their back to the scoreboard for number identification.
- Five personal fouls on a player in a single game will result in the disqualification of that player for the remainder of that game.
- A technical foul against a player is considered a personal foul.
- Technical fouls against non-players result in the opposing team receiving two shots and the ball out of bounds.
 - Two non-player technical fouls result in the coach and/or parent leaving the game and suspension for the following two games.
 - If an assistant coach receives a technical foul, they must leave the bench. The technical foul is then marked against the head coach.
- Two technical fouls on a player result in ejection from the game and may lead to further disciplinary action from Rahll Activity Center officials.
- Technical fouls will be called if coaches, assistant coaches, or parents are on the court during active play.
- A second warning for either an illegal offense or defense results in a technical foul.

FOUL SHOTS

- Players will shoot if fouled in the act of shooting.
- Players will be allowed to move in for free throws at a line determined by the official. The official will notify both teams of the free throw line before the game begins.
- During each eight-minute quarter, two free throws will be attempted beginning with the fifth foul. After each ten-minute quarter, fouls will be reset to zero.

COACHES

- Head coaches are responsible for:
 - The physical and mental well-being of all children while they're entrusted to their care.
 - Maintaining an adequate level of discipline for his or her team.
 - The conduct and control of their team's fans and spectators.
 - Ensuring that all players meet the minimum playing time.
- All coaches and assistant coaches must be listed on the roster and have a background check on file. If no background check is on file, they will be removed from the sideline.
- Should head coaches or their assistant coaches violate any Rahl Activity Center (RAC) game rules or directives, they may be subject to disciplinary actions.
- Officials are in charge of the game and have final authority on the court.
- Sideline benches are for coaches and players only. Parents and spectators are not allowed on the bench.
- Coaches must stay off the court and in the designated 5-10-foot box area.
 - Coaches may not roam the sidelines.
 - If a team has two coaches, one coach may stand up while the other remains seated.

CODE OF CONDUCT

- The Code of Conduct applies to parents, coaches, volunteers, spectators, contracted staff, officials, and professional staff.
- Profane, obscene, degrading, or threatening language, gestures, and/or taunting at the RAC is prohibited.
- Do not handle a child/participant in any aggressive or abusive manner.
- Any act of violence is prohibited.
- Accept the decision of the game officials as fair and called to the best of their ability.
- Do not knowingly permit an ineligible player to play in any game.
- Please practice and model good sportsmanship.
- The use of drugs, alcohol, vapes, or tobacco of any form is not permitted at any RAC event.
- No firearms or weapons are permitted at any RAC event.

CONCUSSION PROTOCOL

In the event an injury occurs during a RAC-sponsored activity, and where a possible head injury is involved, the RAC office should be notified immediately. Generally, our paid officials contact the RAC General Manager, Dannie Claycomb, should this occur. RAC requires a "Permission to Return" document from a licensed, medically-trained professional, prior to the player returning to RAC activities.

Questions: Contact Dannie Claycomb at 806-244-3722.