

PLAYER ELIGIBILITY

- Players must be in 1st- 2nd grade for the current school year.
- Kindergarten players may not play up in this league.
- 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 10-minute quarters, with a 1-minute break between quarters.
 - Each quarter is divided into two substitution periods. At around 5 minutes, when the ball is out of bounds or after a score, the whistle will be blown for subs. This is not a timeout, and the clock will not stop.
 - All players must play two 5-minute, uninterrupted periods per half, for a total of 10 minutes per half.
 - The clock will run at all times, except for officials' timeouts and free throws.
 - Halftime is 3 minutes.
 - 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 8 ½ feet.
 - No official standings are kept.
 - Lane violation is 5 seconds.
 - Players with the ball in the backcourt are given 10 seconds to bring the ball across the half-court line.
 - Teams may play man-to-man defense. Once the offense moves the ball inside the lane, defensive players are allowed to drop off and assist with defending the ball handler driving the basket, and assist with rebounding.
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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.
- No pressing allowed. The defensive team must allow the ball handler to cross half-court.
- 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 10-minute quarter, two free throws will be attempted beginning with the fifth foul. After each 10-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.