## 2023/24 Kettering Youth Basketball League Rules

The Kettering Youth Basketball League will use OHSAA rules with the following exceptions:

- The Parks, Recreation and Cultural Arts Department will remain the final authority on all matters
- 8 minute quarters - running clock
- One time out per half $\left(1^{\text {st }}-12^{\text {th }}\right)$ - one min duration (timeouts do NOT carry over)
- No backcourt defense (unless otherwise noted in Boys $5^{\text {th }}-12^{\text {th }}$, Girls $5^{\text {th }}-8$ th )
- Quarter breaks - one minute / Halftime break - three minutes
- Substitutions allowed during dead balls
- $1^{\text {st }}-4^{\text {th }}$ grade teams will receive two warnings from the officials for double teaming or playing zone defense, mandatory subbing and to the bench until next dead ball afterwards.
- League standings are not kept
- All teams will provide one scorekeeper/timekeeper to work at the score table for each game. NO DUNKING in warmups or games - Will result in Technical Foul/Ejection


## $1^{\text {st }}$ and $2^{\text {nd }}$ Grade Leagues

## Hoops at 8 feet - games played on small court

Game ball - 28.5 inch ball
No stealing from a player with possession or a controlled dribble
Man-to-man half-court defense only (NO double teams - "help" defense is allowed)
No foul shots, points automatically awarded (3-point play possible with an "and-one" scenario)
Violations/fouls will be explained by the official and opposing team will receive the ball
No overtime periods - game can end in tie
$\underline{\text { Score reset to a tie game at halftime if a team is winning by } 20 \text { or more points }}$

## $3^{\text {rd }}$ and $4^{\text {th }}$ Grade League

## Hoops at 9 feet - games played on small court

Game ball - 28.5 inches
No stealing from a player with possession or a controlled dribble
Man-to-man half-court defense only (No double teams - Defense can switch or have "help" defense)
No foul shots, points automatically awarded (3-point play possible with an "and-one" scenario)
No overtime periods - game can end in tie
Violations/fouls will be explained by the official and opposing team will receive the ball
Score reset to a tie game at halftime if a team is winning by 20 or more points

## Boys 5 th $^{\text {t }} 12^{\text {th }}$ Grade and Girls $5^{\text {th }}-$ 8th Grade Leagues

Hoops at 10 feet - games played on full court
Game ball -28.5 inches (Boys $5^{\text {th }}-8^{\text {th }} /$ Girls Leagues); 29.5 inches (Boys $9^{\text {th }}-12^{\text {th }}$ )
Teams may play any type of half-court defense
Regulation clock used and full court defense allowed last 2 mins of 4th quarter if score difference is 15 pts or less
Fouls shots taken from regulation line (10-sec limit to shoot foul shot), per OHSAA no more 1-and-1s
5 team fouls per quarter, then 2 foul shots per common foul
Players foul out after 5 personal fouls
One 1-minute regulation clock overtime - One timeout per team only (no carry over time outs)

