4th & 5th Grade Boys & Girls 2027 Basketball League

Evanston Parks & Recreation Department

LEAGUE RULES

PROGRAM OBJECTIVES

The league is designed to:

1. Provide a positive team experience for boys & girls in the fourth and fifth grades attending school in Evanston and School District #65.
2. To build on fundamental basketball skills-passing, dribbling, shooting, defense, and teamwork-while promoting sportsmanship, confidence, and fair play. **Winning is secondary to learning and participation.**

PROGRAM OPERATION

The Evanston Recreation Division operates the league. The volunteer coaches from each school make the program possible along with the support of school officials, the community, and the recreation staff at the Chandler-Newberger Center.

EQUIPMENT

1. The Evanston Recreation Division provides game balls:
    a. ***4th/5th Boys/Girls = Size 28.5***
2. Players are not allowed to play with jeans/dress pants, button down shirts, rings, watches, jewelry, hats etc. (players may wear earrings if taped over). **THIS IS FOR THE SAFETY OF ALL PARTICIPANTS.**
3. Players should wear gym shorts, City of Evanston jerseys, sport socks, and gym/basketball shoes.

GENERAL RULES

1. Players must have a signed waiver, code of conduct form and the player fee paid before he/she may participate. STRICTLY ENFORCED.
2. Every player must participate in each game and coaches **must make every effort to give players equal playing time.**
    a. If a coach feels that a player has acted in a manner unbecoming of an amateur athlete and is not permitted to play, written notice must be given to the league director. The school reserves the right for participants not to play. (i.e. grades, attendance, and/or behavior) per their school's team rules.
3. Fourth graders may play in either the fourth or fifth grade division, but not both. Fifth graders can ONLY play in the fifth grade league.
    a. A participant can only play on one team in the league. For example, if a school has two teams for a grade, a player cannot permanently play for both teams.
    b. If a school does not have a team, a student may play for another team in the league.
    c. If a school does not have enough participants to field an entire 4th or 5th grade team, they may combine players but must play in the 5th grade league.
4. Teams may add to their roster throughout the season, provided that the signed waiver, code of conduct and player fee is submitted **before** game time.

5. Each team is allowed warm-up time prior to their game, which should be no less than five (5) minutes. After the game, teams are allowed two (2) minutes to leave the court.
6. Only team members and coaches are allowed to sit on the team bench. A technical foul may be assessed to disorderly non-team members who are sitting on the team bench. **Coaches will be responsible** for clearing non-team members from their benches.

PLAYING RULES

Illinois High School Association/National Federation rules will be followed with the following exceptions or clarifications:

1. **There will not be any forfeits unless there are less than 4 players from BOTH teams present.** Our goal is to play! Teams must borrow or lend players to their opponent in order for both teams to have equal numbers of players. A team may start a game with four players, but since we want everybody to play as much as possible, teams may borrow a fifth player from the opposing team even if for only a short time. If there are less than (8) total players present, the referees may elect to have the kids play 2-on-2 or 3-on-3 half-court.
    a. The game will consist of four quarters, (9) minutes per quarter running time except the final (1) minute of the game when the clock will stop on each dead ball, except for an "accidental steal" *(see rule #3 below).* There will be a (30) second break between quarters. Half time will be (4) minutes long.
    b. The clock will stop on all shooting fouls in the final (1) minute of the game.
    c. The clock will be stopped for (1) minute on all timeouts. Each team will receive ***two timeouts per game.*** Any *player* on the court may call a timeout. Coaches may ask a referee for a timeout.
2. **Free Throws:**
    a. **All games** will use a free throw line at the regulation distance of (15) feet.
    b. Players shooting free throws *may* go over this line after they release the ball on a shot attempt. They will not be allowed to have initial touch of the ball after their shot attempt.
    c. All other players cannot enter the free throw lane until the ball hits the rim.
    d. Lane violations will be (5) seconds instead of (3) seconds.
3. There is no full-court pressure in the boys and girls league. This is to encourage basic skill and situational development. The defense will be allowed to begin guarding the offensive players at the half-court line.
    a. If the defense presses, there will be (1) warning per team/game and then a technical foul will be called on each subsequent infraction. If a team is fast breaking, the defensive team may attempt to steal the ball once the offensive team is past the half-court line.
    b. **Accidental steal:** When a change of possession causes the players to change ends without a dead ball (defensive rebound, steal) then the offense accidentally turns the ball over to the defense before crossing the defense line, and the defense is ***NOT*** pressing, the referee will sound the whistle and give the ball back to the offense (from out-of-bounds) without an infraction against the defense. The clock will ***NOT*** stop for this, except in the last minute of the game.
4. The officials must whistle to substitute players in at the 4:30 mark of each quarter.
5. Teams will defend the basket nearest to their bench for the first half, and then the one

furthest from their bench for the final half.

6. Fast breaks are allowed
7. Stealing and double teaming are allowed.
8. **Man to man defense must be played, NO zones.**
9. The bonus free throw situation will start on the (7^{th}) team foul (including technical fouls) of each half. Bonus free throws are ***always (2) shots.***
10. Any combination of (5) personal fouls or technical fouls on one player will result in a game disqualification (foul-out).
11. There will be no overtime periods. Games that are tied at the end of regulation will remain that way. (Exception will be playoffs where it will be the first basket wins)
12. Standings will be kept with a positional round playoff in the final week.
13. If a team is winning by (15) or more points, they will be required to make (5) passes, during which at least (3) different players are passed the ball, before they shoot each time. No fast breaks will be permitted. *This only applies to the winning team.* If the lead is (14) or less, this rule *does NOT apply*. We strongly recommend that when a team is leading by a large margin, they pull their defense back.

PLAYOFF TIEBREAKER RULES

1. Head-to-Head Record
   -If two teams are tied, the team that won the matchup(s) between them gets the higher seed.
2. Point Differential in Head-to-Head Games
   -Only between the tied teams.
3. Overall Point Differential (with a Cap)
   -Margin of victory capped at +20 points per game.
4. Total point differential across the season.
5. Fewest points allowed across the season.
6. Most points scored across the season.
7. Coin Flip

PROTESTS

Coaches may discuss any concerns they have with the league director. No game protests will be permitted. Referees and site supervisor decisions are final.

PLAYERS CONDUCT

1. Coaches are responsible for keeping their team in control off the court prior to the start of each game. Referees or the league director can call a technical foul on any team participant who is disorderly before or after the teams of the prior game have been allowed to leave.
2. All players on the bench must remain seated during play. Coaches must remain along the sideline (off the court) and between the half court and the end line on their bench's side. Coaches will receive one warning for leaving the coaching box.
3. When a player receives a technical for unsportsmanlike conduct, that player will be removed from the game until the league director (or his/her representative) decides that the player is ready to return to the game, even if it makes their team short of players. Teams may not borrow players from the other team in this instance.

4. **ALL** technical fouls will entitle the non-offending team an automatic (2) shot foul. The team with possession at the time of the technical foul keeps the ball.
5. Individuals (both players & coaches) will be disqualified and asked to leave the court after receiving (2) technical fouls per game.
6. Unsportsmanlike conduct by a player or coach may result in a (1) or more game suspension. Repeated violations will result in league suspension.

AS A REMINDER – PLEASE READ OUR CODE OF CONDUCT

COACHES:

1. Coaches will not criticize players.
2. Coaches will accept the decisions of officials and will not criticize the officials, the opposing team, the coaches, fans or parents, through language or gesture.
3. Coaches will emphasize that good athletes are good students.
4. Coaches will emphasize that winning a game is the result of teamwork.
5. Coaches shall not use abusive or profane language before anyone connected with the game.
6. Coaches will always set an example in personal conduct.
7. Coaches will treat each player, opposing coach, parent and administrator with respect and dignity.
8. Coaches will learn the strengths and weaknesses of his/her player so they might place them into situations where they have a maximum opportunity to achieve success.

PARENTS & SPECTATORS:

1. Give constructive criticism during a private moment, never in front of other parents, players, officials, spectators, etc.
2. Support your coaches, and refrain from "sideline coaching" from the stands.
3. Do not criticize an opposing team, its players, fans, coaches or team, by words or gestures and refrain from using profanity.
4. Accept the decisions of officials on the court as being fair and called to the best ability of the officials. Parents must stay off the court and remain under control to set a good example for players and other spectators.
5. Support the coaches, players and officials and help teach the value of commitment to the teams, sportsmanship, ethical conduct, and fair play.
6. Inappropriate behavior is cause for immediate ejection from the facility. Repeat offenses will result in being barred from future games.
7. Parents will not encourage their child, or any other person, to engage in unsportsmanlike conduct with any coach, parent, player, participants, officials or any other attendee.

PLAYERS:

1. Have fun!
2. Be a good sport (win or lose), be honest, fair and always show good sportsmanship to all coaches, players, officials and fans.
3. Learn the value of commitment to the team.
4. Put personal goals aside for the betterment of the team.
5. Show courtesy and respect to teammates, opponents and coaches.
6. Players will not engage in unsportsmanlike conduct or rude behavior.