

# 2011-2012 Red Cedar League Rules

## Boys/Girls Silver Division

MHSAA rules except:

### Ball

Intermediate sized (28.5 in.) ball.

### Results

Results of all weekly games shall be emailed to your community coordinator so that the weekly standings maybe updated.

### Game Time

Shall consist of (4) 8-minute quarters. A running clock shall occur whenever the score of the game has a difference of 20 points *and shall resume to normal after the score returns to a 15 point difference.*

### Playing Time— League Recommendation

- Be equal through the first three quarters.
- Fourth quarter is at the coach's discretion.
- Missing practices can affect playing time in the first three quarters.

**Divisions:** Teams will be separated into geographical divisions.

**Coaches:** Two coaches shall be allowed on the bench during games. Scorekeepers shall only keep the book and not serve as additional coaches. Teams not following this rule shall be assessed a technical foul and the team in violation will lose there right for a scorekeeper. The scorekeeper in violation shall be removed form the bench area to the opposite side of the gym.

### Uniforms

Team uniforms may consist of T-shirts and a short with the player's number on the front and back.

### Tournament

The League will conclude with a double elimination tournament. The top half of each division shall play in Silver I tournament and the bottom half of the divisions shall play in the Silver II tournament. Tie breakers shall be as follows: Head to head, points scored, flip of the coin. The division in case of odd teams shall be up to the director and all decisions shall be considered final.

### Free Throw Line

5<sup>th</sup> Grade will be three feet inside the regulation free throw line, and marked with a piece of tape.

6<sup>th</sup> Grade will be from the normal regulation free throw line

### 3-Second Rule

6<sup>th</sup> grade games will observe the 3-second rule in the free throw lane, 4 seconds for 5<sup>th</sup> grade games.

### Defense

Man-to-man or zone defenses are allowed, beginning at half-court. And may play zones and trap. It is recommended that most teams teach the fundamentals of man to man defense.

### Pressing

Pressing is allowed only in the last 2 minutes of the game. This shall occur on the fly with no stoppage of play. Full court pressing must stop if you are a head by 15 points or more.

### Free Throw Bonus

1-and-1 after seven team fouls in a half, no double bonus.

### Time Outs

Each coach will be granted three full (one minute) timeouts per game, plus one timeout for each overtime period.

### Overtime

In the event of a tied game at the end of a regulation time, a **2-minute overtime period** will be played after a one-minute break. Coaches will be allowed one more timeout. Further 2-minute overtimes will be played until the game is decided. Pressing is allowed

**Ejections:** If a player, coach or spectator is ejected from a contest they will be suspended from the next contest. A second offense shall result in removal from the league for the remainder of the season. The host site is responsible to report this to the league. Officials shall file an incident report to the host site. This shall be completed in 24 hours and turned in to the league director. *If a player, coach or spectator is removed from any league tournament or league sponsored tournament the will not be eligible for the remainder of the tournament.*