Ozark Youth Sports League

General Rules & Regulations

Game Administration

- Teams provide their own warm-up basketballs.
- Each team will provide a scorekeeper/bookkeeper.
- Coaches must provide player names and numbers to the scorekeeper before each game.
- Games tied at the end of regulation receive one 2-minute overtime. If still tied, the game ends in a tie.
- Games may be postponed or canceled due to weather. Host towns are responsible for notifying coaches and posting updates on the Ozark Youth Sports League Facebook page.

Conduct & Sportsmanship

- Ejected players may remain quietly on the bench. If they become disruptive, they must leave the gym.
- Coaches are responsible for controlling ejected players.
- Every player in uniform must play in both halves unless the opposing coach and scorekeeper are notified before the game. Failure results in a forfeit.
- Players, coaches, and spectators may be suspended for misconduct.
- **Anyone** ejected is suspended for the next scheduled game.
- Coaches or players receiving a misconduct technical foul must leave the gym and are suspended for the next game.
- **A second misconduct technical results in suspension for the remainder of the season.**
- Officials shall not enforce:
    - Illegal numbers
    - Illegal uniforms
    - Illegal compression attire
    - Untucked jerseys
    - **Added names or numbers during the game (K-5th Only)**

Ozark Youth Sports League

General Rules & Regulations

General Rules (All Grades Unless Otherwise Noted)

- **Games consist of four 6-minute quarters with a running clock. 7-minute quarters for 6th-8th grades.**
- **Clock stops only during timeouts and any dead balls and/or whistles in the 4th quarter.**
- **Pre-game warm-ups shall be 3 minutes. Halftime shall be 2 minutes.**
- **If any team leads by 20 points during the final two minutes, the clock only stops for timeouts.**
- **Mercy Rule: 20-point lead anytime during the game for kindergarten through 5th grade. (Mercy rule emphasis no full court press and defensive drop back inside the three-point line).**
- **No player may wear a hard cast or metal brace.**
- **Personal fouls will be tracked and players are allowed up to 5 personal fouls.**
- **Teams enter the bonus after 5 team fouls per quarter. Bonus fouls are awarded two shots.**
- **K-5th grades, shooting and/or bonus fouls will be one free throw worth either two or three points depending on the shot attempted.**
- **During the fourth quarter:**
    - **Standard free throw rules apply.**
- **All teams receive four 30-second timeouts.**

Ozark Youth Sports League

General Rules & Regulations

Grade-Specific Rules

Kindergarten

Equipment

- 8-foot basket
- Junior ball (27.5, Size 5)

Gameplay

- Home team receives first possession (no jump ball).
- Free throws from the 12-foot line.
- Jump over permitted.
- No rushing after the shot.
- No full-court press at any time.
- Defense must retreat to midcourt after possession changes.
- No steals or pass interceptions until the ball crosses half court.
- Teams leading by 20 points at any time must play drop-back zone defense.

1st Grade

Equipment

- 8-foot basket
- Junior ball (27.5)

Gameplay

Same as Kindergarten:

- No jump ball.
- 12-foot free throws.
- No full-court press.
- Midcourt retreat rule.
- No steals before half court.
- 20-point drop-back zone requirement.

Ozark Youth Sports League

General Rules & Regulations

2nd Grade

Equipment

- 9-foot basket (boys)
- 9-foot basket (girls)
- Junior ball (27.5)

Gameplay

Same rules as Kindergarten and 1st Grade:

- Home team first possession.
- 12-foot free throws.
- No full-court press.
- Midcourt retreat.
- No steals before half court.
- 20-point drop-back zone defense.

3rd Grade

Equipment

- 9-foot basket
- 28.5 (Size 6) basketball

Gameplay

- Jump ball will commence for first possession
- 12-foot free throws.
- Jump over permitted.
- No rushing.
- No full-court press.
- Midcourt retreat.
- No steals before half court.
- 20-point drop-back zone defense.

Ozark Youth Sports League

General Rules & Regulations

4th Grade

Equipment

- 10-foot basket
- 28.5 basketball

Gameplay

Same as 3rd Grade:

- 12-foot free throws.
- No full-court press.
- Midcourt retreat.
- No steals before half court.
- 20-point drop-back zone defense.

5th Grade

Equipment

- Girls: 28.5 basketball
- Boys: 28.5 basketball

Gameplay

- 15-foot free throws.
- Jump over permitted.
- No rushing.
- Backcourt defense allowed.
- Full-court press allowed.
- No full-court press when leading by 20 points during the second half.

Ozark Youth Sports League

General Rules & Regulations

Junior High (6th–8th Grade)

Equipment & Rules

- NFHS rules govern play.
- Normal NFHS court setup.
- Running clock until the fourth quarter. Clock shall stop on all dead balls/whistles.
- Four 30-second timeouts per game.