

## DIVISIONS K thru 6<sup>th</sup> grades

1. Teams must provide their own warm-up balls.
2. A tie will be decided by one two-minute overtime. If there is still a tie at the end of overtime the game will be called as a tie in the rankings.
3. **AMENDED 2024** – There will no longer be tracking of personal fouls. Teams will be allowed 7 team fouls per half before bonus. Bonus at any point during the game apart from the final 2 mins of the second half will result in 1pt point being awarded to the team whom the foul was committed upon each foul starting at 7 team fouls.
4. Free throws will now be shot as 1 shot for 2 or 3 pts depending on the shooting foul. Only during the final 2 mins of the 2nd half will normal free throw rules apply.
5. All teams will play two 16-minute halves with a running clock. The clock will run continuously, only stopping during time-outs and the last two minutes of the game on dead balls and whistles. If a 20-point lead occurs in the last two minutes of the game, the clock will only stop for time-outs.
6. No full court press is allowed by any grade if a team is ahead by 20 points during the 2nd half of the game.

## CONDUCT

1. Any player or players ejected from a game may remain seated quietly on the team bench until the game is over. Any player(s) not remaining quiet will be told to leave the gym area. The responsibility of the player(s) is on the coach of the player(s). The coach must make sure the player(s) remains quiet or leaves the gym or the game may be stopped.
2. If any coach has a player on the bench in uniform, the coach must play that player in both halves or give to the opposing coach and the official scorekeeper before the game begins the reason that the player is not going to play. If all the players are not played the game will be a forfeit.
3. Players, coaches, and spectators may be suspended by the League for misconduct when it is determined that it is in the best interest of the league and the overall program.
4. Any coach, player or spectator ejected from a game will be suspended for the next scheduled game.
5. The officials shall NOT call the following:
  - Illegal Numbers, Illegal uniform, Illegal compression attire
  - Uniform not tucked.
  - Technical fouls for adding names or numbers at game time, after game has started or anytime during the game.
6. **ANY COACH OR PLAYER RECEIVING A TECHNICAL FOR MISCONDUCT WILL BE REMOVED FROM THE GYM AND SUSPENDED FOR THE NEXT SCHEDULED GAME. A 2ND TECHNICAL WILL RESULT IN SUSPENSION FROM THE LEAGUE FOR THE CURRENT SEASON.**

## POSTPONEMENT OR CANCELLATIONS

Games may be canceled or rescheduled (if time permits) due to weather conditions. Any time there is a need to cancel or reschedule games, it is the host town's responsibility to post to the Ozark Youth Sports League Facebook page and directly contact coaches in your division.

## GENERAL RULES AND REGISTRATION & LEAGUE RULES

1. Community youth must register and play in the league in the town they live in or the school they attend. They must play on a team that is their grade level. If no team is available in their grade level or town, they may play for a represented town or move up to the next grade level for the current year with permission from the league. Home-school students may play for any team town they live in or a neighboring town. League consists of K thru 8<sup>th</sup> grades.
2. **Registration fee** for the league is \$250.00 per team. This amount covers insurance, referees, and awards. The team fees must be paid before a team is scheduled.
3. If your roster has 14 or more players, the team must split into two teams.
4. No new players can be added to a roster after the 3rd scheduled game date. A new player can be added after that by committee vote only. (Committee-one vote per town not including the town the player is from.) The new player will miss the next scheduled game.
5. Trading players between teams is not permitted.
6. A team should have five players present to start a game. The coach with less than 5 players may choose to play the game. If needed, a team may pick up a player from a lower grade level if they know they are going to be short players. Players from same division shall not participate on multiple teams.
7. Provide players names and numbers to the scorekeeper before the game begins.
8. There will be a gate charge of \$2.00 per adult & \$1.00 for students cost to help cover the cost of basketballs and maintenance. Players and coaches shall not be charged. Ages 4 & under shall not be charged. Spectators attending multiple games within the same town will not be charge multiple admission fees. Spectators attending games in different towns are required to pay admission in every town.
9. All teams in divisions K thru 6 grades will be awarded four 30 second timeouts per game. JH Divisions will also be awarded two 30 second timeouts per half.
10. Mercy rule is in effect anytime a team is ahead by 20 points during the second half of the game. This applies to K through 6th.

11. No player will be allowed to play with any form of hard cast, metal brace, etc.

## LEAGUE RULES

The current National Federation of State High School Associations (NFHS) rule book as amended by the league will govern the program.

## AMENDED RULES

### Kindergarten – 4<sup>th</sup> Grade

7. Kindergarten, 1<sup>st</sup> and 2<sup>nd</sup>. grades: Home team gets first possession (No Jump Ball). Free throws will be shot from the 12-foot line with jump over but no rush in after shot. Basket height is 8-foot for K-1st boys, K-2nd girls. 2nd grade boys basket height will be at 9ft. A junior ball (27.5 size 5) will be used for K-2<sup>nd</sup> grades.
8. 3<sup>rd</sup> and 4<sup>th</sup> grades: Free throws will be shot from the 12-foot line with jump over but no rush in after shot. Basket height for 3<sup>rd</sup> grade is 9-foot and 4<sup>th</sup> grade is 10-foot. A girls' basketball (28.5 size 6) will be used for these divisions.  
For Kindergarten thru 4<sup>th</sup> grades: There is no full court press at any time. Once a team has gained control of the ball in their defensive end of the court, the offensive team must drop back to the mid-court line before starting to play defense. No pass can be intercepted, or dribble stolen from the ball handler until the ball crosses the mid-court line. Any team ahead by 20 points at any time during the game must drop back into zone defense. (Drop back is defined as staying within the 3-point circle while in zone defense.)

### 5<sup>th</sup> – 6<sup>th</sup> Grade & Junior High

9. Free throws will be shot from the 15-foot line with jump over but no rush in after shot. A girls' basketball (28.5) will be used for 5<sup>th</sup> grade girls, 5<sup>th</sup> grade boys and 6<sup>th</sup> grade girls. 6<sup>th</sup> grade boys will use a boys' basketball (29.5 size 7).
10. **Junior High teams will follow all NFHS rules and standards. Normal NFHS game setup will apply apart from a running clock up until the last two minutes of the 4<sup>th</sup> quarter.**

For 5<sup>th</sup> and 6<sup>th</sup> grade, all teams in these divisions may guard in the backcourt at any time. However, no full court press is allowed if a team is ahead by 20 points during the 2nd half of the game.

**Ozark Youth Sports League**

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**Ozark Youth**



**Sports League**

## **BASKETBALL RULES BOOK**

*Revision: 11/1/2025*

## **PURPOSE AND RESPONSIBILITIES**

To establish procedures for conducting a Youth Basketball League.

### **GENERAL:**

1. The Fall Session (3<sup>rd</sup>-6<sup>th</sup> grade) will start the first Saturday in November. The Winter Session (K-2<sup>nd</sup> grade, 7<sup>th</sup>-8<sup>th</sup> grade) will start the Saturday after New Year's Day. Each session runs five weeks, with no games played the Saturday after Thanksgiving.
2. Each participating charter community shall have a representative. The charter communities are Dixon, Crocker, Iberia, Laquey, Richland, Newburg, Vienna and Stoutland.
3. Each community shall be responsible for their uniforms.
4. All coaches WILL ensure that their players demonstrate good sportsmanship and adhere to published rules and information given to them governing competition.
5. This program is designed to offer competition between youth teams in the surrounding communities. It is also designed to teach youth sportsmanship, proper conduct, and basketball.
6. Coaches or assistant coaches must be NAYS certified or the team will forfeit all games for the season.

### **PROTEST**

**THE OZARK YOUTH SPORTS LEAGUE DOES NOT RECOGNIZE  
PROTEST OF ANY KIND**

## **OFFICERS**

President	Matt Ford
Vice President	Andrew Keeth
Secretary	Tiffany Wisdom
Treasurer	Keli Helton

## **TOWN REPRESENTATIVE**

Crocker Representative	Jason Stewart
Dixon Representative	Bailey Sherrell
Iberia Representative	Tiffany Wisdom
Laquey Representative	Chris Hendrix
Newburg Representative	Tiffany Macormic
Richland Representative	Twajana Moss
Stoutland Representative	Dakota Rodden
Vienna Representative	Kacie James