



MANHATTAN PARKS AND RECREATION  
**Wildcat Basketball League**  
**Grades 3-6**

1. Teams must provide their own uniforms with numbers (front & back) and warm-up balls. Uniform color will be determined by teams that are listed as home and visitors. Home teams (listed on left side of schedule) will wear light color uniform. Visiting teams (listed on the right side of the schedule) will wear dark color uniform.
2. National Federation of High School Associations (NFHS) rules will apply.
3. Games will consist of four ten-minute quarters. There will be a running clock (the clock does not stop when an official signals a foul, held ball, or violation, etc.) only for timeouts or injuries. *NOTE:* At anytime within the two-minute mark of the fourth quarter, if there is a margin of 14 points or less, the clock will stop on dead balls.
4. Overtime will be two minutes. If the game is still tied at the end of the first overtime, the game will go into sudden death. The first team to score will be the winner. Each team will be allowed two 30 second timeouts per half and one additional timeout will be awarded at the start of each extra period. Unused timeouts will not carry over.
5. Teams are not allowed to press over half court with a 15 point or more lead. A warning will be given on the first offense then a technical will be assessed for each additional violation.
6. An intermediate sized (28.5) basketball will be used and provided by MPRD.
7. For 3<sup>rd</sup>/4<sup>th</sup> grade girls only, players will use a modified free-throw line at 12 ft. from the basket. The players may choose to shoot from the normal line or the modified line, as long as the player stays behind the 12 ft. line.
8. Undershirts shall be a color similar to the color of the jersey/uniform.
9. There will be a five-minute warm-up time given between games and a five-minute halftime and one minute between quarters. The warmup time and halftime may be shortened if games get behind schedule.

**(OVER)**

10. In MPRD youth basketball, all technical fouls will result in two free throws for the opposing team, plus possession of the ball. Anyone sitting with a team is considered part of the team, and can be issued a technical foul. Any team member drawing two technical fouls in one game will be removed from the game and suspended for the next game.
11. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include suspension from further participation in that leagues games or other Recreation Department activities. When a player, coach, manager, or spectator is ejected from the gym, they have 90 seconds to leave the gym “sight and sound.” Refusal to leave the gym “sight and sound” will result in a forfeit by his/her team.
12. Each coach, team, and spectators of each team are subject to a sportsmanship rating following each game performed by the site supervisor. Coaches are responsible for the conduct of themselves, their players, and their fans.
13. **HAVE FUN!! Respect the game, players, coaches and officials.**

