



Network Rules and Policies

- I. Network Rosters
 - a. A link will be sent to coaches when the schedule is sent out for them to then send to parents to complete roster information and electronically sign the waiver.
 - b. All members of the team including coaches must register at this online link and electronically sign the waiver prior to the Friday before their first Network games to be covered under our policy.
 - c. No one will be allowed to play or coach without a Network/Club1 waiver and roster. NO EXCEPTIONS!!!
 - d. The Network is a grade-based youth basketball circuit. Proof of grade should be available on request with all head coaches. This would include a picture of a grade card or a screen shot of a current grade card or PowerSchool screenshot.
 - e. Roster changes may be made during the season, but new players must be added prior to the Friday before the games. No roster additions for the Network Championship. Players must have been rostered and participated with their team in at least one prior event.
 - f. There is no roster max for players, but teams are limited to two coaches and one scorekeeper for each event. Those three must check-in with current ID.
 - g. Players are only allowed to play on one team per grade. Players may play in a maximum of two grades for which they qualify.
- II. Games Rules
 - a. IHSAA Rules with the following exceptions:
 - i. 10-minute running clock quarters.
 - ii. **CLOCK STOP**- Clock will stop the last 10 sec of each quarter on all whistles. The clock will stop the last minute of the 4th quarter unless the lead is more than 20 points.
 - iii. **TIMEOUTS**-Each team will have 2 FULL TIME OUTS per game.
 - iv. **Warm-up**-minimum of 3 minutes unless a court is behind schedule and both coaches agree. Games should not start early.
 - v. **HALFTIME** Three-minute halftime (may be shortened if agreed upon by coaches).
 - vi. **OVERTIME**-First overtime will be 2 minutes stopped clock on all whistles with each team receiving one timeout. Second overtime will be sudden death.
 - vii. **FREE THROW DISTANCE**-Boys' 3rd-4th grade and Girl's 3rd-5th grade can shoot free throws from the 12-foot line and the rebounders will be moved to the old FT lineup (ie. Below the block). If the shooter is allowed to shoot from the 12 ft. line, then they should not cross it before the ball hits the rim. If the shooter has to shoot from the 15 ft. line, then they should not cross that line before the ball hits the rim.
 - viii. **PERSONAL AND TEAM FOULS**-Personal and team fouls will be kept, and the Bonus (two shots) will be used at the 5th team foul in all quarters.



- ix. **PRESS RULES** No full court press with 20-point lead for the winning team.
- x. **NO MERCY RULE**-There is no Mercy Rule unless the losing team initiates it under two minutes. Other than that, all games should be completed.
- b. Any coach, player, or ejected from a game will be removed from the event and suspended for the next event. Please see our Network Expectations and Procedures for further explanation on sportsmanship and behavior.
- c. Games are to be played at scheduled times not before. Allow one hour per game. The game will be a forfeit if a team is not ready to play 5 minutes after the scheduled start time. Teams may play a shortened game if team arrives late, but it will still result in a forfeit.
- d. Jewelry is not allowed to be worn during games. Earrings may be taped over but no other jewelry should be worn.
- e. Dunking is allowed during warmups.
- f. Game Balls to be provided by the Home Team-4th, 5th, and 6th grade boys teams and all girls teams will use a women's size 28.5 ball. 7th-8th grade will use the Men's ball.
- g. Clock Operator to be supplied by VISITING TEAM. Scorekeeper by HOME TEAM.
- III. Network Results and Seedings
 - a. The Network one day events will be designed to give teams competitive schedules and we will do our best to match up teams for appropriate skill level whether that involves moving up or down a grade level.
 - b. A Mid-Season and End of Season Championship will take place in the Network. Standings will be kept throughout all the Network events.
 - c. The Mid-Season and End of Season Championships will include pool play on the first day and bracket play on the second day. These will have grade based divisions and teams will play in the appropriate grade level unless they request to play up.
 - d. Tie-breaker for bracket play will be head-to-head with each other, total points allowed, and margin of victory with a max of 20 points per game.
- IV. Uniforms
 - a. All teams need to have reversible jerseys or 2 sets of uniforms with numbers. If a team has players with the same number, please work with officials and official scorer.
 - b. No player can play without his uniform. NO EXCEPTIONS
- V. Sportsmanship-The Network is a collaboration of like-minded program and team directors. We want to have a positive influence in youth basketball and collectively be responsible for our teams, coaches, and fans.
 - a. Any coach, player, or ejected from a game will be removed from the event and suspended for the next event. Please see our Network Expectations and Procedures for further explanation on sportsmanship and behavior.
 - b. If any coach, assistant coach, or parent is ejected by an official in two games the team will be removed from The Network. NO REFUNDS.

