## Batesburg-Leesville & Gilbert Youth Basketball Rules

- 1. Each league shall be under the direction of a supervisor. The supervisor will have complete authority over any situation that may arise.
  - a. The supervisor, with just cause, may terminate all activities and lock the facility
    - i. The supervisor may remove any person(s) from the facility they deem necessary. This includes coaches, fans and players.
- 2. Teams will consist of Boys and Girls.
  - a. No team shall have more than 10 players on a team.
- 3. 2nd/3rd grade Teams:
  - a. Teams in this age division will play 4v4 for all games.
- 4. Head Coaches will be allowed to claim his/her child to play on their team
- 5. The league will be broken down into the following age divisions:
  - a. 2nd/3rd grade
  - b. 4th/5th grade
  - c. 6th/7th grade
  - d. 8th/9th grade
  - e. 10th-12th grade (can include 19 year olds)
    - If there are not enough players in an age division, they may be combined with other divisions. No division will have more than a 3 year difference between the oldest and youngest players.
- 6. Official High School Basketball rules will be used with the exception to our League rules stated below.
  - a. Head Coaches may stand up and instruct, but Assistant Coaches must remain seated on the bench during games. It will be up to the Officials discretion as to how strictly they will enforce Head Coaches standing on courtside.

## 7. Participation Rule:

- a. Each player must start and finish at least 2 complete quarters. When a player is inserted at the beginning of the quarter, that player must remain in until they complete that entire quarter. There are no exceptions unless a player is sick, injured, fouls out, or is unable to play because of disciplinary problems.
  - i. If a player is sitting out for disciplinary problems, the head coach must notify the Supervisor and opposing Head Coach prior to the game.
- b. No player may be substituted for unless they have completed their mandatory playing time unless they become sick or injured. All substitutions are at the coaches discretion after each player has fulfilled their mandatory playing time during open substitution.

- Failure to abide by this rule may result in suspension of the coach from their next ball game.
- c. Players may not play more than 3 consecutive quarters. Players will be allowed to play more than 3 quarters if teams only have 6 or less players at the game.
  - i. Free Substitution will take place during the 4th quarter. Each player must play a portion of time during the free substitution period.
- d. 2nd/3rd Grade Participation Rules:
  - 1. All players in attendance at the beginning of the game must play 2 complete quarters of the game.
  - Players may not play more than 3 consecutive quarters. It is the coaches
    responsibility to make sure the substitution rules are adhered to.
     Opposing Coaches may challenge the substitution of players. All
    challenges must be taken up with the official scorebook and officials.
  - 3. Players who arrive after the start of a quarter do not have to play in the current quarter. They must play in the commencement of the next quarter.
  - 4. Free Substitution will take place during the 4th quarters. Each player must play a portion of time during the free substitution period.
  - 5. At any point, the Gym Supervisor will have discretion on substitutions for teams. They will be allowed to substitute players if they feel the player needs to be taken out of the game.
- 8. Any type of Defense may be used in all age groups
  - a. 2nd/3rd Grade teams will only be allowed to press in the last 2 minutes of each half. When a defender gets a rebound, the opposing team must go down the court past the half court line. Any turnover by the defender/rebounder will result in a throw-in by the defender/rebounding team.
    - i. A team ahead by 10 or more points may not press.
- 9. No team who is 10 points ahead may full court press.
  - a. Violation of this rule will result in a warning the first time. Each additional violation will result in a technical foul.
- 10. Any game that is tied after regulation will move to overtime. All overtime periods will be 2 minutes in length. All rules from the 4th quarter will apply to the overtime period.
  - a. If after the first overtime the game is still tied, the game will go into sudden death. The next team to score will win the game.
  - b. There will be free substitution during all overtime periods.
- 11. Basketballs will be provided by the Recreation Commission. Please refrain from bringing basketballs into the gym during games.
  - a. 2nd/3rd Grade will use 28.5 basketballs

- b. 4th/5th Grade will use 28.5 basketballs
- c. 6th/7th Grade will use regulation size basketballs
- d. 8th/9th Grade will use regulation size basketballs
- e. 10th-12th Grade will use regulation size basketballs
- 12. All coaches are responsible for keeping their players off the courts when they are not playing.
- 13. Every effort should be made to start all games on time. Coaches shall have their team's line-up ready for the officials scorekeeper at least 10 minutes before the game.
- 14. Any coach who is ejected from a game will be required to sit out the next games. Suspensions may become longer depending on the severity of the ejection. The length of suspensions will be determined by the supervisor and Athletic Department.
  - a. Gym Supervisor has the right to remove a coach for any future games on the same day as an ejection.
- 15. All levels will use a running clock during league play except team time-outs, official time-outs, injuries. The last two minutes of each half, the clock will stop on all whistles.

a. 2nd/3rd Grade: 6 minute quarters

b. 4th-12th Grade: 10 minute quarters

- 16. The 2nd/3rd Grade division will play with a 5 second lane violation and a 15 second backcourt violation.
- 17. The 4th-12th Grade divisions will play with a 3 second lane violation and a 10 second backcourt violation.
- 18. The 2nd/3rd Grade division will shoot free-throws from the 12 foot foul line. The baskets will be set at 9 foot. There will not be any 3 point shot in this division
  - a. If Baskets cannot be lowered, games will take place on 10 foot baskets
- 19. The 4th-12 Grade divisions will shoot free-throws from the regulation foul line. The baskets will be set at 10 foot.
- 20. Coaches are allowed to practice in the gym no more than 2 times per week. Coaches will be guaranteed at least 2 practice per week in the gym.
- 21. Players on school rosters are eligible to play in the recreation program. Players must make sure it does not interfere with their Middle/High School eligibility.

- 22. The 2nd/3rd grade division will allow players to have 4 fouls per half; or 8 total fouls per game.
  - a. The 4th/5th grade division will allow players to have 6 fouls per game
  - b. the 6th-12th grade division will allow players to have 5 fouls per game
    - i. Teams will shot bonus shots on the 7th foul and will be awarded 2 shots on the 10th team foul.
- 23. All 4-12 grade games will be started with a jump ball.
  - a. 2nd/3rd grade division will start games by having each player present for their team shoot a foul shot.
    - i. If the teams do not have equal number of players, the team with the fewer players will have players shoot extra shots until both teams shoot the equal amount of foul shots.
- 24. All teams will be 3 full timeouts and 2 30 second timeouts for the entire game.
  - a. If the game goes into overtime, each team will receive 1 full timeout.
  - b. Time between quarters will be 1 minute 15 seconds for the age groups.
- 25. Officials and Gym Supervisors will have the authority to eject players, coaches and spectators for unsportsmanlike conduct.
  - a. 1<sup>st</sup> technical foul: Offending coach or player is place on probation for the remainder of the season. After the 1<sup>st</sup> technical foul, the offending coach or player will be required to meet with the Athletics Staff.
  - b. 2<sup>nd</sup> technical foul: Offending coach or player will be suspended from the next two games.
  - c. 3<sup>rd</sup> technical foul: Offending coach or player will be suspended for the remainder of the
  - d. Any ejection for fighting will bring an immediate season long suspension from the league.
  - e. All technical fouls will be review by the Athletic Staff. Based on the severity of a technical foul, a coach or player may be suspended or removed from the league.