**Game Rules**

**By Division**

**2017-2018**

**(last edit 11/15/17)**

**Co-ed Pre-K/Kindergarten**

**Coaches & Players Behavior for all Divisions:**

1. This is a youth league & players, coaches, and fans should govern themselves in a respectable manner.

2. Taunting or any other unsportsmanlike behavior will not be tolerated by coaches, players or fans.

3. Head coaches are accountable for the behavior of their players during games (both sideline & court).

4. Questions to the referees must come through the head coach.

**Gym Management / Additional General Rules for all Divisions:**

1. No personal basketballs allowed in the gym on game day

2. No fans allowed on baselines during games

3. No jewelry, zippers, or buttons should be worn during games.

4. Only players on roster and certified coaches may sit on bench

5**.** Please tidy up bench and fan area after game

6. Have fun

**General Rules:**

1. Goal height is 6.5 feet.
2. Youth size ball (27.5").
3. Four quarters, 6 minutes each, with 2 minute halftime.
4. Clock stops at 3:00 minute mark for subs.
5. Playing time divided equally for each player.
6. After made shot, ball must be taken out of bounds.
7. No fast breaks
8. No scoreboard used for this age division.
9. One coach per team can remain on the floor to guide their players.
10. There are no timeouts for this age division.
11. There is no climbing on the basketball goals
12. All players must remain on the bench if not in the game.

Defense:

1. On defense, players must have at least one foot on their assigned number.
2. The defensive player can NOT take the ball away from the offensive player.
3. The defensive player can NOT intercept a pass.
4. The defensive player can NOT block shot, must remain on their feet, with hands straight-up.

Offense:

1. The offensive player must attempt to follow normal basketball rules. For example, no running with the ball or no double dribbling.
2. A travel violation or double dribble will rarely be called as a turnover. Officials & coaches will guide the players through this "work in progress."

**Co-ed 1st Grade**

**Coaches & Players Behavior for all Divisions:**

1. This is a youth league & players, coaches, and fans should govern themselves in a respectable manner.

2. Taunting or any other unsportsmanlike behavior will not be tolerated by coaches, players or fans.

3. Head coaches are accountable for the behavior of their players during games (both sideline & court).

4. Questions to the referees must come through the head coach.

**Gym Management / Additional General Rules for all Divisions:**

1. No personal basketballs allowed in the gym on game day

2. No fans allowed on baselines during games

3. No jewelry, zippers, or buttons should be worn during games

4. Only players on roster and certified coaches may sit on bench

5**.** Please tidy up bench and fan area after game

6. Have fun

**General Rules:**

1. Goal height is 7.5 feet.
2. Youth size ball (27.5").
3. Four quarters, 6 minutes each, with 2 minute halftime.
4. Clock stops at 3:00 minute mark for subs.
5. Playing time divided equally for each player.
6. After made shot, ball must be taken out of bounds.
7. Fast breaks are allowed in the 2nd half of the game.
8. No scoreboard used for this age division.
9. One coach per team can remain on the floor to guide their players.
10. There are no timeouts for this age division.
11. There is no climbing on the basketball goals
12. A loose ball is open for everyone
13. All players must remain on the bench if not in the game.

Defense:

1. Zone or man defense is permitted but defense must be played inside the 3pt arc.
2. The defensive player can NOT take the ball away from the offensive player.
3. The defensive player CAN intercept a pass.
4. The defensive player can NOT block shot, must remain on their feet, with hands straight-up.

Offense:

1. The offensive player must attempt to follow normal basketball rules. For example, no running with the ball or no double dribbling.
2. A travel violation or double dribble will be "warned & explained" by officials for games #1 and #2. Game #3, obvious violations result in a turnover.

**2nd Grade Boys & Girls**

**Coaches & Players Behavior for all Divisions:**

1. This is a youth league & players, coaches, and fans should govern themselves in a respectable manner.

2. Taunting or any other unsportsmanlike behavior will not be tolerated by coaches, players or fans.

3. Head coaches are accountable for the behavior of their players during games (both sideline & court).

4. Questions to the referees must come through the head coach.

**Gym Management / Additional General Rules for all Divisions:**

1. No personal basketballs allowed in the gym on game day

2. No fans allowed on baselines during games

3. No jewelry, zippers, or buttons should be worn during games

4. Only players on roster and certified coaches may sit on bench

5**.** Please tidy up bench and fan area after game

6. Have fun

**General Rules:**

1. Goal height is 8.5 feet.
2. Medium (women’s size) ball (28.5").
3. Four quarters, 8 minutes each, with 2 minute halftime.
4. Clock stops at 4:00 minute mark for subs. The clock will stop the final minute of the game. No overtime if the game is tie at the end of regulation.
5. One, one minute, time-out per half, no carry over.
6. Playing time divided equally for each player.
7. After made shot, ball must be taken out of bounds.
8. Scoreboard is used
9. Fast breaks are gradually introduced with the following game schedule:

Game #1 and Game #2 - 2nd half of game

Game #3 to end of season - entire game

1. A loose ball is open for everyone.
2. Full court will be utilized
3. Coaches must remain in their bench area.
4. All players must remain on the bench if not in the game.
5. The clock will stop the last minute of the game. No overtime.

Defense:

1. Straight up 2-3 zone or man to man defense is permitted but must be played inside the three point arc. NO junk or trapping defenses are allowed. Last two minutes of the game the defense may extend out to the volleyball line. Boys-below the designated 10 foot line.
2. The defensive player can NOT take the ball away from the offensive player the first two games of the season. **Last four games of the season the player may take the ball away from the offensive player**.
3. The defensive player CAN intercept a pass if inside the 3 point arc. Last 2 minutes of each half – don’t have to be inside 3 point arc.
4. The defensive player can NOT block shot; must remain on feet, with hands straight-up the first two games of the season. **Last four games of the season the defensive player may block offensive player’s shot.**

Offense:

1. The offensive player must attempt to follow normal basketball rules. For example, no running with the ball or no double dribbling. These violations will be called by the officials.
2. 5 SECOND VIOLATION RULE: If an offensive player picks up their dribble while being guarded by an opponent, the player must make a pass w/in 5 seconds or it will be a turnover.

Mercy Rules

If a team is up by 14 pts:

1. They must play defense inside the 3 point arc - even last 2 minutes

2. They may not fast break

3. In the last minute of the game, the clock will not stop

1. In addition, there will be a 14 point maximum differential. If your team is up by 14 points, and your team makes a goal, it will not be reflected in the score. When the team with the lesser score makes a basket, then you will be able to put more points on the board, so on and so forth with the max point differential being 14 points.

**3rd Grade Boys & Girls**

**Coaches & Players Behavior for all Divisions:**

1. This is a youth league & players, coaches, and fans should govern themselves in a respectable manner.

2. Taunting or any other unsportsmanlike behavior will not be tolerated by coaches, players or fans.

3. Head coaches are accountable for the behavior of their players during games (both sideline & court).

4. Questions to the referees must come through the head coach.

**Gym Management / Additional General Rules for all Divisions:**

1. No personal basketballs allowed in the gym on game day

2. No fans allowed on baselines during games

3. No jewelry, zippers, or buttons should be worn during games

4. Only players on roster and certified coaches may sit on bench

5**.** Please tidy up bench and fan area after game

6. Have fun

**General Rules:**

1. Goal height is 8.5 feet.

2. Medium size (women’s size) ball (28.5").

3. Four quarters, 10 minutes each, with 2 minute halftime.

4. Clock stops at 5:00 minute mark for subs.

5. Game clock will stop for time-outs and substitutions only. The clock will stop during the final minute of the game. No overtime if the game is tie at the end of regulation.

6. One, one minute, time-out per half, no carry over.

7. Playing time divided equally for each player.

8. After made shot, ball must be taken out of bounds.

9. Fast breaks are allowed the entire game.

10. Scoreboard is used. Each team must provide one adult to work at the scorer's table.

11. A loose ball is open for everyone.

12. Coaches must remain in their bench area.

13. All players must remain on the bench if not in the game.

14. The clock will stop the last minute of the game. No overtime.

15. Free throw will be awarded for all shooting fouls. Foul line will be 12ft. Players may start behind the line and may land in front.

16. On the 6th team foul of each half teams will enter into the bonus. On the 10th team foul of each half teams will shoot two free throws. Individual fouls will not be kept just team fouls.

Defense:

1. 2-3 zone or man to man defense is permitted below the volleyball line. No junk defense or trapping defenses allowed. Boys-below the designated 10 foot line.
2. The defensive player can steal the ball away from the offensive player.
3. The defensive player can intercept a pass, if below line.
4. The defensive player can block a shot.

Offense:

1. The offensive player must attempt to follow normal basketball rules. For example, no running with the ball or no double dribbling. These violations will be called by the officials.
2. Five Second Violation Rule. If an offensive player picks up their dribble while being guarded by an opponent, the player must make a pass w/in 5 seconds or it will be a turnover.

Mercy Rules

If a team is up by 14 pts:

1. They must play defense inside the 3 point arc - even last 2 minutes

2. They may not fast break

3. In the last minute of the game, the clock will not stop

1. In addition, there will be a 14 point maximum differential. If your team is up by 14 points, and your team makes a goal, it will not be reflected in the score. When the team with the lesser score makes a basket, then you will be able to put more points on the board, so on and so forth with the max point differential being 14 points.

**4th/5th Grade Boys**

**4th/5th Grade Girls**

**Coaches & Players Behavior for all Divisions:**

1. This is a youth league & players, coaches, and fans should govern themselves in a respectable manner.

2. Taunting or any other unsportsmanlike behavior will not be tolerated by coaches, players or fans.

3. Head coaches are accountable for the behavior of their players during games (both sideline & court).

4. Questions to the referees must come through the head coach.

**Gym Management / Additional General Rules for all Divisions:**

1. No personal basketballs allowed in the gym on game day

2. No fans allowed on baselines during games

3. No jewelry should be worn during games such as earrings, rubber bracelets, rope jewelry or any hard objects. No hard objects in hair such as beads, barrettes, bobby pins. We will follow Georgia High School rules for jewelry and hair accessories.

4. Only players on roster and certified coaches may sit on bench

5**.** Please tidy up bench and fan area after game

6. Have fun

**General Rules:**

1. Goal height is 10 feet

2. A Medium size ball (28.5") is used for both Boys & Girls. This is an official women's Ball for girls.

3. Personal fouls will be tracked. Five personal fouls per player.

4. Free throws are rewarded for shooting fouls & team fouls. (7 team fouls shoot 1&1 / 10 team fouls shoot 2)

5. During free throws the shooter must start behind the free throw line. The player is permitted to land over the line after the ball is released.

6. Two, 60 second timeouts per half, no carry over.

7. Playing time divided equally for each player. Each player must play 5 minutes per quarter.

8. Fast breaks are allowed the entire game.

9. Games are four quarters, 10 minutes each quarter, 3 minute halftime.

10. Game Clock: The clock will stop for time-outs & substitutions at the five minute mark, but will not stop for free throws. The clock will stop at the five minute mark, unless no one is at table ready to substitute. Coaches may substitute during a dead ball also. The clock will stop during the final minute of the game.

Exception to Clock Stoppage: If a game score reaches a differential of 20 points, the game clock will remain running.

11. Overtime play will consist of 2 additional minutes. The clock will stop during the final minute. Each team will be granted one timeout for overtime.

12. The ball must advance to 1/2 court within 10 seconds or a violation will be called.

13. Games will be called no later than 5 minutes prior to next scheduled game time unless circumstances of game delay is beyond management control (severely injured player, gym conditions, referee situation etc.).

14. Coaches must remain in their bench area.

15. All players must remain on the bench if not in the game.

16. Each team must provide one adult to work at the scorer’s table.

17. Coaches are responsible for providing the scorer's table with a team roster, including players names & jersey numbers for each game.

18. Games are permitted to start with 4 players

DEFENSE:

1. Zone or Man to Man defense is permitted.

2. The defensive players can intercept a pass.

3. The defensive players can steal the ball away from the offensive player.

4. The defensive player can block a shot.

5. Pressing full court is permitted but will be introduced gradually with the following schedule: First & Second Game: last 5 minutes, Remainder of Season: Entire 4th quarter

OFFENSE:

1. The offensive player must follow "normal" basketball rules. Traveling & double dribble is a violation.

2. A five second rule will be enforced. If a player picks up his dribble & does not complete a pass within 5 seconds, it is a violation.

 Mercy Rules

If a team is up by 20 pts:

1. They must play defense inside the 3 point arc

2. They may not fast break

3. In the last minute of the game, the clock will not stop

4. In addition, there will be a 20 point maximum differential. If your team is up by 20 points, and your team makes a goal, it will not be reflected in the score. When the team with the lesser score makes a basket, then you will be able to put more points on the board, so on and so forth with the max point differential being 20 points.

**Middle School and High School:**

**6th/7th/ 8th Grade Girls**

**6th/7th/8th Grade Boys**

**High School Boys**

**Coaches & Players Behavior for all Divisions:**

1. This is a youth league & players, coaches, and fans should govern themselves in a respectable manner.

2. Taunting or any other unsportsmanlike behavior will not be tolerated by coaches, players or fans.

3. Head coaches are accountable for the behavior of their players during games (both sideline & court).

4. Questions to the referees must come through the head coach.

**Gym Management / Additional General Rules for all Divisions:**

1. No personal basketballs allowed in the gym on game day

2. No fans allowed on baselines during games

3. No jewelry should be worn during games such as earrings, rubber bracelets, rope jewelry or any hard objects. No hard objects in hair such as beads, barrettes, bobby pins. We will follow Georgia High School rules for jewelry and hair accessories.

4. Only players on roster and certified coaches may sit on bench

5**.** Please tidy up bench and fan area after game

6. Have fun

**General Rules:**

1. Goal height 10 feet

2. Medium size ball (28.5") for girls. Official women's basketball

3. Standard size ball for boys. Official men's basketball

4. Personal fouls are recorded. 5 fouls per player.

5. Free throws are rewarded for shooting fouls & team fouls (10 per half). (7 team fouls shoot 1&1 / 10 team fouls shoot 2)

6. Four quarters, ten minutes each quarter, 3 minute halftime.

7. Two, 60 second timeouts per half, no carry over

8. Playing time divided equally for each player. Each player must play 5 minutes per quarter.

9. Fast breaks are allowed throughout the entire game.

10. Scoreboard will be used. Fouls will be tracked by a scorekeeper. Each team must provide one adult to work at the scorer’s table to track personal fouls.

11. Game Clock: The clock will stop for time-outs; Clock will stop at the five minute mark, unless no one is at table ready to substitute. Coaches may sub during a dead ball also. The clock will stop during the final minute of the game.

Exception to Clock Stoppage: If a game score reaches a differential of 20 points the game clock will remain running.

12. Games will be called no later than 5 minutes prior to next scheduled game time unless circumstances of game delay is beyond management control (severely injured player, gym conditions, referee situation etc.)

13. Coaches must remain in their bench area

14. All players must remain on the bench if not in the game

15. In event of a tie game at end of regulation play, one 2 minute, overtime period, with one full 60 second time out will be added. Clock will be controlled last minute of overtime. If game is still tied, one additional minute of overtime may be granted. However, as stated above, all games will be called no later than 5 minutes prior to next scheduled game time unless circumstances of game delay is beyond management control.

16. Each team must provide one adult to work at the scorer’s table.

17. Coaches are responsible for providing the scorer's table with a team roster, including players names & jersey numbers for each game.

18. Games are permitted to start with 4 players.

DEFENSE:

1. Zone or Man to Man defense is permitted

2. Middle School Players: Full court press is allowed in the 4th quarter only.

3. High School Players: Full court pressure is allowed throughout the game.

4. The defensive players can intercept a pass

5. The defensive players can steal the ball away from the offensive player

6. The defensive player can block a shot

OFFENSE:

1. The offensive player must follow "normal" basketball rules. Traveling & double dribble is a violation, starting with the 1st game of the season.

2. A five second rule will be enforced. If a player picks up his dribble & does not complete a pass within 5 seconds, it is a violation.

3. Fast breaks are permitted throughout the entire game for both Middle School & High School.

Mercy Rules

If a team is up by 20 pts:

1. They must play defense inside the 3 point arc

2. They may not fast break

3. In the last minute of the game, the clock will not stop

4. In addition, there will be a 20 point maximum differential. If your team is up by 20 points, and your team makes a goal, it will not be reflected in the score. When the team with the lesser score makes a basket, then you will be able to put more points on the board, so on and so forth with the max point differential being 20 points.