



PARKS & RECREATION DEPARTMENT

YOUTH BASKETBALL LOCAL RULES 2014-2015

I. Organization and Competition

A. Official Rules

1. The current National Federation of High School Associations (NFHS) & Georgia High School Association (GHSA) rules will govern league play, except when superseded by local rules.
2. The BPRD reserves the right to act on situations not covered by these local or NFHS/GHSA rules. All interpretations and/or rule intents will be made by the BPRD Athletic Staff.
3. Coaches may not deviate from these rules.
4. These rules will also govern Local End of Season Tournaments.

B. Draft Rules

1. Each team will be selected by the Head Coach in a rotation draft. Draft Rotation Charts will be supplied by BPRD.
2. The Head Coach will be able to "freeze" his/her child and 1 (one) child of his/her assistant coach.
3. The Head Coach must name his/her assistant coach prior to player evaluations.
4. Player Evaluations will be held prior to the draft.
5. If a "frozen" player does not attend the player evaluations, then that player will be his/her team's 1st pick. If neither "frozen" player for a team attends the player evaluations, then they will be selected with their team's 1st and 2nd pick of the draft.
6. All other players absent from player evaluations will be put into a hat and assigned at the end of the draft.

II. Players

A. Age Control and Divisions

1. The age control date is the player's age prior to January 1, 2015 if participating in All-Stars.
2. The following age group criteria will be used in Youth Basketball:
Boys: 9/10 Boys, 11/12 Boys, 13/14 Boys
Girls: 9/10 Girls, 11/12 Girls, 13/14 Girls
Older Division players are not permitted to play in a younger age division.
3. A player can be a member of only one team at a time within the BPRD basketball program.

B. Uniforms

1. All teams must wear BPRD issued jerseys.
2. Under shirt must be either red or white.
3. Teams may not alter the jerseys in any way, except to put their names on the back of the jerseys.
4. Teams may purchase shorts and warm-ups, but cannot make it mandatory for players to purchase them.
5. Teams listed as "Home" on schedule will wear white.

C. Miscellaneous

1. Glasses: A strap must be worn on all eyeglasses
2. Players cannot wear any beads in their hair or jewelry of any sort.

III. Playing Time

A. **Mandatory Playing Time**

1. Each player present at game time shall play at minimum 1 uninterrupted quarter by the end of the 3rd quarter. The fourth (4th) quarter will have free substitution the entire quarter.
2. Coaches must note on their line up card before each game which quarter a player will be playing an uninterrupted quarter.
3. No player is allowed to play entire game if a substitute is available.
4. Failure of a coach to abide by the playing time rules can result in the coach's removal from the program.

B. **Length of Games and Time Limit**

1. All leagues play four quarters in a game, each quarter shall be 8 minutes in length.
2. There will be a minute break between each quarter and 3 minute break at halftime.
3. A continuous running clock will be used except for the following: time outs, free throws, interference with facility objects, injuries, and the last two minutes of the second & fourth quarters in which the clock stops on every whistle as in regulation High School Rules.
4. Each team is allowed two full, one minute timeouts per half. Timeouts do not carry over between halves or overtime.
5. If a game is tied after regulation play, an overtime period will be played with the following guidelines:
 - a. The overtime period will be 2 minutes in length.
 - b. Clock will stop on each whistle for the entire overtime period.
 - c. Each team will have one timeout during overtime. (Unused timeouts from regulation play DO NOT carry over.)
 - d. There will be a maximum of one overtime period. If the score is remains tied after the overtime period, the game will be recorded as a tie.

IV. Special Rules

A. **Equipment:**

- a. 10u Boys & Girls: Will use 28.5" ball and 10 foot goals.
- b. 12u & 14u Girls: Will use 28.5" balls and 10 foot goals.
- c. 12u & 14u Boys: Will use 29.5" balls and 10 foot goals.

B. **Full Court Pressing & Fastbreak**

1. 10u Boys and Girls: Will not be allowed to full court press until the 4th game of the season.
2. 12u Boys and Girls: Will not be allowed to full court press until the 3rd game of the season.
3. 14u Boys and Girls: May full court press at any time.
4. All Divisions: Back Court Press Defense and Fast Breaks are allowed at any time with the following exception: If a team has a 15-point or more lead, they will not be allowed to full court press or fastbreak. The penalty for illegal fastbreak/back court press is to bring the ball to the mid court line where the offensive team will retain possession. Teams charged with excessive (3 or more) full court pressing/fast breaking violations with a fifteen point or more lead will be charged with a technical foul.
5. All Divisions: If a team has a 25 or more point lead in the last two minutes of the game, the clock will revert to a "running clock". If the lead is cut to 15 points, regulation timing rules will be reapplied.

C. **Man-to-Man vs Zone Defense**

1. All Divisions: Teams must play Man-to-Man Defense during the entire first half of each game. Teams may play either Zone or Man-to-Man Defense in the 2nd half of each game.

D. **3-Point Shots**

1. All grades will have regulation 3 point shots per NFHS rules.

E. Conduct

1. By registering for an athletic program, volunteering to coach, serving as a game official or attending an event as a spectator, all participants agree to abide by the BPRD Code of Conduct (see BPRD website).
2. Any player, coach, parent or spectator ejected from a game because of unsportsmanlike conduct will not be allowed to play in the next game at which his/her team plays. (*The BPRD Athletic Staff reserves the right to review all ejections*)
3. On a player's or coach's second ejection, the result is removal from the program. (*The BPRD Athletic Staff reserves the right to review all cases*)
4. In accordance with National Federation Basketball Rules, the coach's box will be used. They may rise to coach, but they may only leave the box during time-outs or injuries. The Team's Bench Area will be considered the coach's box.
5. If informed by the referee, the coach (es) may lose their coaching box privilege and be restricted to sitting on their bench seat quietly.
6. **ONLY WATER IS ALLOWED IN THE GYMS. NO OTHER FOOD OR DRINK IS ALLOWED.**