



Town of Clayton Parks & Recreation

2017 - 2018 YOUTH BASKETBALL RULES AND REGULATIONS

I. LEAGUE ADMINISTRATION

- The league will be administered by the Clayton Parks and Recreation Department.
- The Clayton Parks and Recreation Department reserves the right to make any changes that they deem necessary.

II. LEAGUES

- COED Ages 7-8
- Boys Ages 9-10
- Boys Ages 11-12
- Boys Ages 13-14
- Boys Ages 15-17
- Girls Ages 9-10
- Girls Ages 11-12

The age cut-off date for all leagues is December 31, 2017.

III. SAFETY

Participant safety is a primary concern of the Parks and Recreation Department and all involved individuals must abide by all safety rules.

- Players wearing glasses must wear a safety strap.
- During games/practices players, coaches, and parents should respect the other teams by keeping the extra running and dribbling around the gym area to a minimum.
- All warm-ups, coats, etc. must be placed under or behind team benches. Clothing should not be scattered around the gym floor during games or practices.
- Players should remove all jewelry before participating in any games or practices.
- No personal basketballs should be brought in the gym for practices or games. The Parks and Recreation Department will provide balls for practices and games.

IV. LEAGUE RULES

National High School Federation Basketball Rules will be used with the following league modifications:

1. Duration of Game:

- Games in all age groups will be four (4) eight (8) minute quarters. A “fast clock” will be used stopping only for time-outs and free throws. During the last two (2) minutes of the game and all

overtime periods, a regulation clock will be used stopping on all violations and dead balls. There will be one (1) minute between quarters and five (5) minutes for halftime.

2. Overtime:

- There will be one **TWO (2) minute** overtime period for all leagues **EXCEPT 7-8 COED**.
- If the score is still tied after the overtime period, the game will end as a tie game.
- During the end of season tournaments, **two (2) minute** overtime periods will be used until a winner is determined.

3. Time-outs:

- Each team will begin each game with three (3) time-outs and will receive one (1) one additional time-out per overtime period. (Time-outs will carry over from regulation to overtime).
- Timeouts may be called by either the head coach or by a player on the court.

4. Ball Sizes:

- COED League will use a **junior size ball**.
- **9-10 and 11-12** Leagues will use a compact ball (28.5)
- **13-14 and 15-17** Leagues will use a **regulation ball**.

5. Goal Heights:

- COED League will use an 8 foot goal.
- **9-10, 11-12, 13-14, 15-17** Leagues will use a 10 foot (regulation) goal

6. Free Throws:

- COED will use a 10 ft. free throw line with three players on each side of the lane.
- 9-10 League will use a 12 ft. free throw line with three players on each side of the lane.
- 11-12, 13-14, and 15-17 will use a 15ft. (regulation) free throw line.
- 9-10B/G, 11-12B/G, 13-14 and 15-17, players in the lane spaces are allowed to enter the lane upon the release of the ball by the free thrower. All other players behind the free throw line extended and the three point line, including the free thrower, are required to wait until the free throw touches the ring or backboard or the free throw has ended before entering the lane.
- 7-8 Coed, players are allowed to enter the lane once the ball hits the rim.

7. Lane Violation:

- **COED/9-10B/G:** There will be a five second lane violation count. The lane will include the area from the 10' and the 12' free throw line to the baseline.

- **11-12B/G, 13-14 & 15-17:** There will be a three second lane violation.

8. Fouls:

- Each player will be allowed five (5) personal fouls before becoming disqualified from the game (technical fouls will count toward a player's personal foul total).
- Two technical fouls on a player or coach will result in ejection from the game. Serious violations may result in termination from the league. After a player, coach, spectator is ejected from the game, they must leave the facility immediately. If the person refuses to leave, the player's team will forfeit that game and player will be suspended from the league indefinitely. The ejected player, coach or spectator will be suspended from the next game their team has. A second ejection will result in termination for the remainder of the season.
- One-and-one will begin on the seventh (7) team foul of each half.
- Beginning with the 10th team foul in each half, two free throws will be awarded.

9. 3 Point Shot:

- The three point shot **will not** be in effect for the COED or 9-10B/G Leagues.
- The three point shot **will** be in effect for the 11-12B/G, 13-14, and 15-17 Leagues.

10. Back Court Pressing:

- **COED:**
 - There will not be any backcourt pressing allowed. The defense may pick up the offense at the 3-point line (both feet must be inside the 3 point arc).
- **9-10B/G:**
 - Backcourt pressing will not be allowed. **In the last 1 minute (60 seconds) of the game,** backcourt pressing will be allowed along with any overtime periods. Half court defense is allowed. So, once the player brings the ball into the frontcourt, defense is allowed.
- **11-12B/G:**
 - Backcourt pressing will be allowed with the following: **The defense may set up their backcourt defense at the free throw line of the basket they are shooting at. Defensive players may pressure the ball once the ball handler brings the ball to that free throw line area. During the last two (2) minutes of regulation and any overtime period(s), teams may press the full court.**
- **13-14/15-17:**
 - Backcourt pressing is allowed the entire game.
- If there is a violation of the backcourt pressing rule teams will be waived to move back and a warning will be issued. Any violation after this will result in a technical (2 free throws and possession of the ball) foul charged to the bench. If there is an interruption of play, the ball will be taken out on the side.
- The ten-second and backcourt rules are in effect for all leagues.

- There will be no full court press if a team is up by 15 points or more. With a lead of 20 points or more, the team leading must play defense **COMPLETELY** inside the 3-point arc (both feet MUST STAY INSIDE THE 3-point arc).

11. **Back Court Violations**

- **7-8 COED:** There will be no backcourt violations in this age group.
- **9-10 BOYS/GIRLS: GAMES @ COMMUNITY CENTER ONLY:** Backcourt will be determined by the free throw line on the side they are **defending**. **GAMES @ COOPER ELEMENTARY ONLY:** Half Court line serves as the backcourt area. (Regulation back court rules apply at Cooper). **THIS AGE GROUP WILL HAVE REGULATION BACKCOURT RULES THAT APPLY (10 Seconds to get ball across Mid Court Line).**
- **11-12B/G, 13-14B & 15-17B:** REGULATION BACKCOURT WILL APPLY TO THESE AGE GROUPS (10 Seconds to get ball across Mid Court Line).

12. **Fastbreaks:**

- Fast breaks **ARE** allowed in all age groups **except** for the **COED league**.

13. **Stalling The Ball**

- Any offense, which in the judgment of the officials are intended to stall the ball, will not be allowed. The first violation will result in a warning and any subsequent violations will result in a one-shot technical foul and loss of possession. **(The technical will count toward one of the coach's technical's)**

14. **Dunking**

- Dunking and hanging on the rim before, during or after a game or practice will not be allowed. Any violation of this will result in ejection from that game and a **minimal** one (1) game suspension.

15. **Mandatory Playing Rule**

- Teams may start the game with 4 players present and may complete the game with 4 players.
- In the **COED and 9-10 BOYS/GIRLS age groups** the playing requirements are as follows:
 - 1) A coach will select his/her starting 5 players.
 - 2) These starting 5 players must play the first 4 minutes of the 1st quarter.
 - 3) All other players must play in the last 4 minutes of the 1st quarter.
 - 4) During the 2nd , 3rd and 4th quarters, the coach can switch around his/her lineup, but all players must play ½ of each quarter and at least 16 minutes (or ½) of each game.

a. Play will be stopped as close to the 4:00 Minute mark as possible in all 4 quarters. Coaches will have 10 seconds to substitute players. During this time the official clock will be stopped. **THIS WILL NOT BE TREATED AS A TIME OUT!!!**

b. Exceptions to this rule only apply due to an injury, a player fouling out, arriving late, discipline problems, or health related problems.

Example #1: If a coach has 10 players present for a game he/she will have two Groups of 5 players. Each group must play four minutes in each quarter.

Example #2: If a coach has 9 players or less present for a game the same principle will apply except a coach may allow some players to play in both parts of all quarters, however no player can play the entire game.

* No player can play the entire game (this means each kid has to sit out at least 4 minutes unless the team only has 5 players or injury occurs to a player prior to playing in game mandated amount of time. Coaches are encouraged to give all of their players as much playing time as possible. The Parks and Recreation Department will reprimand coaches who fail to abide by the above playing requirements.

****Only players, coaches, one (1) assistant coach, referees, and parks and recreation staff are allowed in the bench areas. Anyone breaking this rule will be subject to a dismissal from the facility and a minimal one (1) game suspension. Your cooperation is greatly appreciated. ****

- In the **11-12 BOYS/GIRLS, 13-14 BOYS, & 15-17 BOYS age groups** the playing requirements are as follows:

1) A coach will select his/her starting 5 players.

2) These starting 5 players must play the first 4 minutes of the 1st quarter.

3) During the 2nd, 3rd and 4th quarters, the coach can switch around his/her lineup, but all players must play ½ of each quarter and at least 16 minutes (or ½) of each game.

a. Play will be stopped as close to the 4:00 Minute mark as possible in the **first 3 quarters only**. Coaches will have 10 seconds to substitute players. During this time the official clock will be stopped. **THIS WILL NOT BE TREATED AS A TIME OUT!!!**

b. **During the 4th quarter only** free substitutions will be used. Substitutions can be made during dead balls. **Each player still must play one half of the 4th quarter. THE CLOCK WILL NOT BE STOPPED NEAR THE 4 MINUTE MARK. PLEASE HAVE ALL SUBS REPORT TO THE SCORERS TABLE AND THEY WILL BE CHECKED IN ON THE NEXT DEAD BALL.**

- Example. A player can play the first two mins of the 4th quarter, be subbed out at a dead ball, and be subbed in during dead ball for the last two mins of the game totaling 4 mins for the quarter.

- c. Exceptions to this rule only apply due to an injury, a player fouling out, arriving late, discipline problems, or health related problems.

Example #1: If a coach has 10 players present for a game he/she will have two Groups of 5 players. Each group must play four minutes in the **first 3 quarters only**.

Example #2: If a coach has 9 players or less present for a game the same principle will apply except a coach may allow some players to play in **both parts of the quarters 1, 2, & 3**, however no player can play the entire game.

* No player can play the entire game (this means each kid has to sit out at least **4 minutes** unless the team only has 5 players or injury occurs to a player prior to playing in game mandated amount of time. Coaches are encouraged to give all of their players as much playing time as possible. The Parks and Recreation Department will reprimand coaches who fail to abide by the above playing requirements.

****Only players, coaches, one (1) assistant coach, referees, and parks and recreation staff are allowed in the bench areas. Anyone breaking this rule will be subject to a dismissal from the facility and a minimal one (1) game suspension. Your cooperation is greatly appreciated. ****

V. UNIFORMS

- Reversible uniforms will be provided by the Clayton Parks and Recreation Department. Teams listed as the home team (first) on the schedule will wear the white side of the uniforms. Teams listed as away (second) on the schedule will wear the color side of the uniforms.

VI. TROPHIES

- Trophies will be provided only for the regular season champion, tournament champion and tournament runner up for the 9-10B/G, 11-12B/G, 13-14 and 15-17 leagues. Certificated of Participation will be provided for all players in the 7-8 COED league.