

10U rules

28.5 ball, 10' goal

8-minute quarters- start with a jump ball

Running clock except the last two minutes of the 4th quarter or if a timeout is called or an injury occurs. If a team is up by 15 points or more in the last minute of the second half, the clock will only stop for timeouts & injuries until the opposing team gets within 8 points

Overtime

2 minutes

Clock stops last minute. After 1st overtime – first team to score wins

ANY defense

No backcourt press until the 4th quarter

Free Throw-15 ft

SPRD goes by GHSA rules with the following modifications:

Travel/Double Dribbling

Will be called as they occur

There is no offensive 3 second violation

Timeouts- 2 1 minute, 1 30 second time out per half

Fouls- foul on the shot=2 free throws, 10 team fouls per half=2 shots, player fouls out with 5 fouls

Playing Time

- a. No player may play the entire game unless substitutes are not available.
- b. Each player will be required to play a minimum of 16 out of the 32 minutes per game. We trust the coaches to use this honor system with this.

Coaches

Head coaches must remain in the coach's box in front of their bench

Coaches will be warned if they are outside the coach's box unless they are conferring with personnel at the scorer's table. After the warning, a technical foul can be given to the coach per the referees' discretion.

One or two assistant coaches are allowed in the bench area and must remain seated during the game unless the head coach receives a technical foul and is to sit. NO OTHER PARENTS OR SIBLINGS are allowed in the bench area during the game.