

HENRY COUNTY PARKS & RECREATION DEPARTMENT YOUTH BASKETBALL SPECIAL RULES

2015-2016

Revised 6-25-15

I. Organization and Competition

A. Official Rules

1. The current National Federation of High School Associations (NFHS) rules will govern league play, except when superseded by local rules.
2. The HCPRD reserves the right to act on situations not covered by these local or NFHS rules. All interpretations and/or rule intents will be made by the HCPRD.
3. Coaches may not deviate from these rules.

II. Players

A. Age Control and Divisions

1. The age control date is the player's age on January 1, 2016.
2. The following age group criteria will be used in 2015-2016 Youth Basketball:
Boys: 6u (Coed), 8u (Coed), 10u, 12u, 14u, 17u
Girls: 6u (Coed), 8u (Coed), 10u, 12u
3. Players of a younger age shall be allowed to play in an older age division (They may move up one year, not one age group) with parental consent. For example, an 8 year old could move up to 10u, but not a 7 year old. Older age players are not permitted to play in a younger age division.
4. A player can be a member of only one team at a time within the HCPRD basketball program.
5. Boys or girls age 15 or older are **NOT eligible** to participate in HCPRD basketball AND public or private school basketball. If the athlete is registered early for HCPRD basketball and makes their school basketball team in the meantime, they will receive a refund. Boys or girls age 14 and younger **ARE eligible** to participate in HCPRD basketball AND their school team.

B. Uniforms

1. All teams will be issued a jersey from HCPRD.
2. Teams may use their own, but cannot make it MANDATORY for players or parents to purchase them.
3. If you use your own uniforms, the jerseys MUST have legal numbers (0-5) on the front and back.

C. Miscellaneous

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

III. Playing Time

A. Mandatory Playing Time

1. There will be a 30 second mandatory substitution timeout that will take place in the first (1st), second (2nd) & third (3rd) quarters. The clock will be set for 8 minute quarters (6 minute for 6U). At the 4 minute mark (3 minute for 6U) of each quarter, substitutions will enter the game at the horn. This is also a 30 second timeout. Players entering the game at this time must remain in the game until the end of the quarter. You may substitute a starter for a starter if there are less than 10 players on a team. "Starter for a starter" starts over at each quarter. The only exceptions to this substitution rule are illness, injury, or disqualification. "Foul Trouble" is not an exception. Mandatory substitution shall be in effect in all quarters except the fourth (4th), where there is free substitution the entire quarter.
2. Players must attend 50% of their scheduled practices during the week before their game. If not, they are exempt from the mandatory playing time rule for that week's game. HCPRD staff and parent must be notified prior to the game if a child will be exempt from this rule.

B. Length of Games and Time Limit

1. All leagues play four quarters in a game, each quarter shall be 8 minutes in length. The 6U age group will play 6 minute quarters.
2. A continuous running clock will be used except for the following: mandatory substitution, time outs, free throws, interference with facility objects, injuries, substitutions, and the last one minute of the second and fourth quarter in which the clock stops on every whistle as in regulation High School Rules.
3. If, in the fourth quarter, a team gains a 20 point advantage, the clock will run continuously for the balance of the game except during time outs. If the losing team gets within 10 points during the last quarter, then the clock will be operated by regulation for the remainder of the game.
4. Two full one minute timeouts are allowed during the game, along with the three mandatory 30 second substitution timeouts.
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. There will be a maximum of one overtime period. If the score is still tied after one overtime, the game will be ruled a tie.
 - d. There will be one timeout added in the OT period. Unused timeouts will carry over into OT.

IV. Special Rules

A. **Full Court Pressing & Fastbreak**

1. In order for the younger or beginning players to have the opportunity to advance the ball to their front court without pressure in the back court, full court pressing WILL NOT be allowed in the 6u or 8u league. This rule will only be enforced when a definite change of possession has taken place.
2. In order for the 6u & 8u (Coed) teams to have the opportunity to advance the ball closer to their basket without excessive pressure, the defense WILL NOT be allowed outside the three-point line until the offense penetrates the three-point line. There is no fastbreak in 6u or 8u. Abuse of this rule WILL result in a technical foul charged to the coach.
3. Defensive players may leave the area inside the three-point line to rebound or recover a loose ball. Defense is allowed to steal the ball off of the dribble from the offensive team inside the three-point line. (An inbound ball that is rolled, is NOT considered a loose ball)
4. After crossing the half court line, the offensive team will have 10 seconds to penetrate the three point line to initiate an offense. If the offensive team does not initiate an offense within 10 seconds, it is a violation and the ball changes possession.
5. In 10U-17U leagues, if a team has a 15-point or more lead, they will not be allowed to full court press or fastbreak. However, if the leading team is being pressed by the defense, they can break the press. The penalty for illegal fastbreak is to bring the ball to the mid court line where the offensive team will put the ball in play. Teams charged with excessive full court pressing / fastbreaking violations with a fifteen point or more lead may be charged with a technical foul.

B. **3-Point Shots**

1. 6U: In order for there to be a legal 3-Point Shot in 6U Coed, the offense must penetrate the 3-point line with the ball, then the ball must be passed or dribbled back outside the 3-point line, then the offensive team may take a 3-point shot. The defense may come outside the 3-point line to play man to man defense after the 3-point line has been penetrated. 8U – 17U leagues are regulation three point shots per NFHS rules.

C. **Conduct**

1. Any player, coach, parent or spectator ejected from a game because of unsportsmanlike conduct will be suspended for the next game at which his/her team plays. *(The HCPRD reserves the right to review all suspensions)*
2. On a player's or coach's second offense, the result is automatic expulsion from the program. The HCPRD reserves the right to review all cases.
3. The HCPRD reserves the right to suspend all players, coaches, and spectators, for unbecoming conduct before, during, or after a game.
4. Use of any tobacco products of any form IS NOT PERMITTED!
5. Persons under the influence of alcohol or drugs shall be suspended from the gym.
6. In accordance with National Federation Basketball Rules, the coach's box will be used. Coaches must stay in the designated area marked. They may rise to coach, but they may only leave the box during time-outs or injuries. The coach's box dimensions will begin six (6) feet from the score's table and will extend to the end of the team's bench area.
7. If informed by the referee, the coach(s) may lose their coaching box privilege and be restricted to sitting on their bench seat quietly.