

YOUTH BASKETBALL RULES

Youth Basketball – Greer Parks and Recreation

Objectives

- Provide a wholesome leisure activity for all persons interested in the basic fundamentals of sportsmanship, honesty, and fair play. We expect all participants, both active and inactive, to respect these basic fundamentals.
- Strive for the best possible program for all interested persons. Only proper conduct and attitude of participants can, in turn, insure a wholesome program.
- Unsportsmanlike conduct, poor attitude, disrespect, vulgarity, or profanity will not be tolerated. A maximum enforcement of specific actions will be expulsion from program.
- We will always promote safety first, encouraging programs with strict controls over age, equipment, and proper behavior of participants, adults, coaches and spectators

Liability

- The City of Greer, Greer Parks and Recreation, sponsors, coaches, managers, referees, or any supervisory personnel are not responsible for injuries to person or damage to property. This is entirely the responsibility of the persons participating, all of whom participate at their own risk.
- City of Greer, Parks and Recreation will not be responsible for injuries or damage to property regarding any activity outside of scheduled games or practices by the City of Greer, Parks and Recreation.

Coaches are responsible for themselves, players, spectators, and parents of your team

1st offense – coach is warned of the action of himself/herself, the player, spectator, and parent’s actions.

2nd offense – coach will receive a technical foul

3rd offense – coach will be ejected from the game; if the asst. coach is not present the game will be forfeited

EJECTION FROM GAME – any player, coach, or parent ejected from a game cannot attend the next basketball game (1 game suspension). Unsportsmanlike conduct of willful nature against officials, players, coaches, ect... will result in an immediate ejection of such person

General Rules for All Leagues (unless specified by SCHSL Rules)

1. League age is determined by 9/1 of current year
2. Player minimum is 4 players, less than 4 will constitute a forfeit
3. Game time is forfeit time
4. A game will consist of four (10 minute) quarters for ages 8U; the clock will run continuously except the last two minutes of the 2nd and 4th quarter.
5. A game will consist of four (10 minute) quarters for ages 10U; the clock will run continuously except the last two minutes of the 2nd and 4th quarters.
6. A game will consist of four (10 minute) quarters for ages 12U; the clock will run continuously except the last two minutes of the 2nd and 4th quarters.
7. The game will begin on a jump ball and will have alternating possessions throughout the remainder of the game. A team may elect to not participate in the jump ball and therefore forfeiting the first possession to the opposing team.
8. Press defense will not be allowed in the 8U age group. Defense allowed up to 3 point line.

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9. In the 8U age group, there will be no back court violations or 3 second penalties. Traveling will be allowed for 2-3 steps. There will be no double dribble penalties unless the offensive player gains an advantage towards the basket. There is not a 10 second violation for advancing the ball; however, a player may not hold the ball in the backcourt to “kill the clock”
10. The 10U age group will be allowed to full court press the last two minutes of the 2nd and 4th quarters. Teams begin pressing after the 4th game of the season.
11. The 12U age group will be allowed to full court press the entire game. INTERLEAGUE PLAY
12. On free throws, players may break to the basket upon release of the ball from shooter
13. In the event of a tie, there will be a two (2) minute overtime period. If tied after one overtime period the game will end in a tie.
14. No time outs will be allowed with less than a minute to play in the game if there will be no effect to the outcome of the game. The same will hold true for subs.
15. Any player that uses profanity will receive a technical foul and a team warning. On the next incident, by any member of the team, a technical foul will be issued and the player/coach ejected from the game.
16. Technical fouls will be shot. The player receiving the technical foul must be removed from the game until the next dead ball to re-enter the game
17. The home team is responsible for keeping the scorebook during the game at the scorer’s table.
18. Home team – White Jersey Away Team – Dark Jersey
19. Only distribute post game snacks off the court in the concession area of the Sports Center/Victor
20. No sports drinks are allowed on the player bench – ONLY WATER
21. No food in the Sports Center/Victor Gym

Mercy Rule

In all age groups, if a team is up by 15 or more points, they must restrict their defense to within the 3 point line in 10U and 12U and free throw line in 8U. If the opposing team cuts the deficit to less than 15 points, they may resume normal defense.

If a team is up by twenty or more points in the last 2 minutes of the 4th quarter, the clock will not stop.

Fouls/Bonus/Double Bonus

- Players will foul out after 5 fouls in 8U, 10U, and 12U
- Bonus is after 7 fouls (resets after half)
- Double Bonus is after 10 fouls (resets after half)
- If you go to overtime the Bonus and Double Bonus does not reset

Ball and Goal Size

The 8U age group will be using a 27.5 size ball and shoot at a goal height of 8 feet

The 10U age group will be using a 28.5 size ball and shoot at a goal height of 10 feet

The 12U age group will be using a 29.5 size ball and shoot at a goal height of 10 feet

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Continuous Clock

The clock will run with the exception of time outs, free throws, and injuries. Team will receive 2 timeouts per half (1st and 2nd quarter = 2 timeouts and 3rd and 4th quarter = 2 timeouts). Timeouts do not carry over.

Coaching Specifics

Up to three (3) coaches are allowed on the player bench during the game, including the head coach. However, only 1 coach is allowed to stand during the game. Only the head coach may address the officials. The officials will only respond to the head coach. The head coach is responsible for his/her assistants. Coaches must stand off court behind blue tape

PLAYERS MUST REPORT TO SCORERS TABLE PRIOR TO ENTERING THE GAME

Your behavior on the bench will determine the behavior of the players and fans. We expect all comments to be positive in nature. If you wish to question an official's call, you may calmly do so during a dead ball period.