



YOUTH BASKETBALL RULES

WINTER 2023-2024

OCONEE COUNTY PARKS AND RECREATION DEPARTMENT

GOVERNING BODY

The Oconee County Parks and Recreation Department will be the governing body of all Winter 2023-2024 Youth Basketball Leagues and will have final authority concerning all rules and decisions. All rules and guidelines for each league are subject to change by OCPRD during regular and post season.

CONTACT INFO

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CODE OF CONDUCT

- All participants are governed by the Oconee County Parks and Recreation Department Code of Conduct.
- Players, spectators, and coaches should display a good sporting attitude. Spectators, parents, coaches, or participants who display unsportsmanlike behavior will be asked to leave the premises. If such behavior continues, the parent, participant or both may be removed from the program.
- Any coach, assistant coach, or player ejected from a contest must leave the vicinity immediately (out of sight and sound). Anyone ejected is prohibited from any further contact with the team (direct or indirect) for the remainder of the game and will not be permitted on the premises for the team's next scheduled game and potentially the team's remaining games.

LEAGUES

Age Divisions

Age Divisions	Age
Mite	7 – 8 years*
Pee Wee	9 – 10 years
Minor Boys	11 years
Major Boys	12 years
Major Girls	11 – 13 years
Senior Boys	13 – 14 years

Age Control Date

Winter 2023: September 1, 2023

****Must be 7 years old on or before age control date***

LOCAL RULES

All games will be played under National Federation of State High School Associations (NFHS) rules except where local rules supersede:

- One block is equivalent to half of a quarter. Each quarter is divided in half, thus there are eight (8) blocks during the game.
- Each player except when sick or injured must play at least four (4) blocks, equivalent to half the game.
- Each player is required to sit two (2) blocks, equivalent to one (1) quarter, per game. Preferably not 2 consecutive blocks.
 - Exception: Teams with only 6 players present are required to sit each player one (1) block/half the quarter.
- Teams must have at least four (4) players to begin a game.
- Players may not wear anything that can be potentially dangerous, such as jewelry, hard casts, etc.
- Each age division is separated by gender and will have specific rules per league.
- League standings will not be posted for any youth sports programs.
- Postseason tournaments may be offered for the Minor, Major, and Senior Leagues.
- Players are only allowed to play on one OCPRD team and in one age division during the season.
- Any child that is a member of a school sponsored team is eligible to participate only if such participation does not violate school policy and only if child is able to fully participate in OCPRD practices and games from the beginning of pre-season to conclusion of season.
- There will be one (1) minute between quarters and three (3) minutes at half time.

- Each team will have four (4) 60-second time-outs per game to be used at any time during regulation play.
- Home teams will wear white colored jerseys. Guest teams will wear the darker colored jersey.
- Home teams are always to be seated to the scorekeeper's right. Guest teams are always to be seated to the scorekeeper's left. Teams will begin the first half of each game shooting at the basket opposite their bench and will, therefore, always conduct pre-game warm-ups at this same goal. Teams will switch goals to begin the second half.
- Any player or coach who displays unsporting behavior will be given a technical foul. **If a player or coach receives two (2) unsporting technical fouls in a game, the player or coach will be ejected from the game.**
- **A player given a flagrant foul will be immediately ejected from the game.**
- **Any player or coach ejected from a game for unsporting conduct must exit the gym immediately, will be suspended for the next scheduled game (and potentially the team's remaining games), and will not be allowed in the gym during the next scheduled game, to include tournament play.**
- All coaches must remain inside the coaching box, defined as the area in front of the team's bench, during game play. Coaches should only approach the scorer's table during time-outs and quarter break periods. Coaches are not permitted on the inbounds portion of the court at any time while the ball is in play.
- No more than two (2) coaches are allowed on the bench during the game. **Only the head coach is allowed to stand during the game.** An assistant coach is not permitted to stand except during team timeouts. Assistant coach may be removed from the team's bench if they continue to stand during game play. If either a head coach or an assistant coach receives a direct technical foul or a warning, the coaches for said team will not be permitted to stand except during timeouts for the remainder of the game.
- Substitutions are to be made between block periods within 20 seconds to prevent a delay of game.
- Free substitution is permitted in cases when both players involved in a substitution have met their playing/sitting time requirements.
- When "free-subbing", players must kneel down in front of the score table and wait to be beckoned onto the court by the referee.
- A one-time substitution may be made for a player who has committed his/her 3rd foul in the first half.
- A one-time substitution may be made for a player who has committed his/her 4th foul.
- If a player substitution occurs during a block due to injury or foul trouble (4th foul), the player receiving the majority of playing time within the block will be given credit for the entire block.
- Scorekeepers or gym supervisors will be assigned to track playing/sitting time for all games. Gym supervisors are instructed to approach coaches by the midway point of the 3rd quarter (between the 5th and 6th blocks) to assure that playing/sitting time policies are followed; however, coaches are responsible for keeping track as well.

SPORTSMANSHIP RAITING

- After each contest the officials, gym supervisor, and scorekeeper will award a score to each team based on the behavior, actions, and attitudes exhibited during play.
- The Program Coordinator or OCPRD Administration may provide input which could raise or lower an assigned rating.
- Behavior before, during, and after contests will be a factor for each team's rating.
- It is the responsibility of the league coordinator and coaches to inform players and parents about the rating system.
- Ratings will be given based on a scale of 1-5. A below average score will be subject to league discipline.

MITE RULES

- Goal height: 8 ft.
- Ball size: 27.5"

- Games will be played with 7-minute quarters. Clock will run except for time-outs, foul shots, and substitution periods. During the last 2 minutes of the 4th quarter, the clock will stop on the official's whistle.
 - Mid-quarter substitution opportunities occur around the 3 minutes and 30 seconds mark. Timekeepers are instructed to stop the clock when there is a stoppage or appropriate "slow down" in play around the 3:30 mark.
- First possession of the game will be given to the home team.
- One or two officials call the game.
- Free throws are taken from the line 12 ft. from the basket.
- There is no 5-second closely guarded rule in effect.
- No backcourt pressure is allowed. The 10-second backcourt rule does not apply.
- The defensive team has to stay 7' behind half court line.
- The following procedures will be in use when the offensive team commits violations such as traveling or double dribbling (for the first violation of a possession):
 - Officials stop play and explain violation to the player.
 - Play resumes at mid-court area.
 - If the violation is on the ball handler, the ball will be returned to the same player to restart play.
- The ball shall be awarded to the defense if the offense commits two (2) violations during one possession.
- If a player shoots the ball into the wrong basket, the ball will be returned to the offensive team and they will be directed toward the correct goal.
- There will be no fast breaks.
- Player-to-player defense is encouraged but not required.
- Score will not be kept. Overtime will not be played.
- One and one foul shots will not be taken. When such a foul is committed, play resumes with a throw-in.
- Personal fouls will be recorded, and a player committing his or her 5th personal foul will foul out. Team fouls will not be tracked.
- The NFHS rule excluding players from occupying the lower lane spaces during free throws will be disregarded.

PEE WEE RULES

- Goal height: 9 ft.
- Ball size: 28.5"
- Games will be played with 7-minute quarters. Clock will run except for time-outs, foul shots, and substitution periods. During the last 2 minutes of the 4th quarter, the clock will stop on official's whistle.
- Mid-quarter substitution opportunities occur around the 3 minutes and 30 seconds mark. Timekeepers are instructed to stop the clock when there is a stoppage or appropriate "slow down" in play around the 3:30 mark.
- First possession of the game will be given to the home team.
- One or two officials call the game.
- Free throws are taken from the line 12 ft. from basket.
- Players are allowed 5 seconds in the lane. The lane is defined as extending to the 12 ft. free throw line.
- Backcourt defensive pressure is only allowed during the 4th quarter. Backcourt defense, during any other time, results in a warning. Continuous backcourt pressure after being warned will result in an administrative technical foul.

- Fast breaks only allowed during the 4th quarter. During any other time, the offensive team may not advance the ball past half court until the defensive team is in their defensive area. The defensive team must immediately transition to their defensive end of the court without delay.
- Even during the 8th block a team with a 12 or more-point lead will not be allowed to apply backcourt defensive pressure or fast break on offense until their lead has been cut to 6 points or less. However, if the team with a 12-point lead is being pressed in their backcourt, they may fast break.
 - If a team violates the no fast break rule, the official will issue a warning. Any repeated violations may result in a delay of game ruling.
- Player-to-player defense is encouraged but not required.
- The one-and-one foul shot(s) starts with the 7th team foul. Double bonus starts with the 10th team foul.
- Personal fouls will be recorded, and a player committing his or her 5th personal foul will foul out.
- Overtime will not be played.
- The NFHS rule excluding players from occupying the lower lane spaces during free throws will be disregarded.
- **No 3-point shots to be awarded in school gyms where no 3-point line is painted on court.**

MINOR – SENIOR RULES

- Goal height: 10 ft.
- An intermediate/women's (28.5") size ball will be used for the following league play:
 - Minor Boys
 - Major Girls
- An official size basketball (29.5") will be used for the following league play:
 - Major Boys
 - Senior Boys
- Games will be played with 6-minute quarters with the clock stopping on the official's whistle
- Mid-quarter substitution opportunities occur around the 3-minute mark. Timekeepers are instructed to stop the clock when there is a stoppage or appropriate "slow down" in play around the 3-minute mark.
- There are no restrictions on the types of defense allowed; however, coaches are strongly urged to teach and employ fundamental player-to-player defensive strategy.
- Backcourt defensive pressure will be allowed with the following exception: No backcourt defensive pressure or a half-court trap at the division line will be allowed by a team holding a 20 or more-point lead. When a team's lead is cut to 15 or less, that team may resume backcourt defensive pressure or a half-court trap, if it wishes.
- If a team is leading or down by 30 points or more at any point of the game, a running clock will be enforced during gameplay. When the lead is reduced to 15 points the clock operator will resume normal clock procedures.
- The one-and-one foul shot(s) starts with the 7th team foul. Double bonus starts with the 10th team foul.
- Personal fouls will be recorded, and a player committing his or her 5th personal foul will foul out.
- **Dunking is not allowed. A technical foul will be assessed if any player dunks or hangs on a rim during the game, including the pre-game warm-ups and halftime.**
- A two (2) minute overtime will be played if the game is tied at the end of regulation play. If the teams are tied at the end of the overtime period, the game will end in a tie.
- In the event of overtime each team will be given one (1) 60-second timeout for the overtime period. Timeouts may not be carried over from regulation play to the overtime period.

BASKETBALL LEAGUES OVERVIEW

Age Group	Player Eligibility	Goal Height	Ball Size	Length of Quarters	Clock Stops on Whistle	Postseason
Mites	7 – 8 Years	8 ft.	27.5"	7 minutes	Final 2 minutes of game	None
Pee Wee	9 – 10 Years	9 ft.	28.5"	7 minutes	Final 2 minutes of game	Jamboree
Minor Boys	11 Years	10 ft.	28.5"	6 minutes	Yes	Tournament
Major Boys	12 Years	10 ft.	29.5"	6 minutes	Yes	Tournament
Major Girls	11-13 Years	10 ft.	28.5"	6 minutes	Yes	Tournament
Senior Boys	13-14 Years	10 ft.	29.5"	6 minutes	Yes	Tournament

LEAGUE STANDINGS

- Standings are kept in Minor Boys, Major Girls, Major Boys, and Senior Boys leagues and are calculated based on a point system applied to regular season games. Tournament brackets will be seeded based on each team's total end of season points.

Win = 3 Points Forfeit = 1-0 Win
Lose = 0 Points Tie = 1 Point

- Team Tie Breaker Criteria (In Order):
 - Head-to-Head Record
 - ** If tied teams played more than once during the regular season, point differential will be used to determine the head to head competition winner **
 - Wins
 - Point Differential
 - ** Up to 15 points can be gained or lost towards point differential in each game. Each additional point in a game will not count towards point differential **
 - Coin Toss

TOURNAMENT DETAILS

- Tournament brackets will be seeded based off regular season standings. All regular season rules apply.
- In tournament play, games ending in a tie will go on to play a two-minute overtime period played in its entirety. If the score remains tied after the first overtime period, overtime will be repeated until there is a winner.