

OCONEE COUNTY PARKS AND RECREATION DEPARTMENT
YOUTH BASKETBALL RULES

Philosophy

Oconee County Parks and Recreation Department (OCPRD) offers recreational youth sport programs that allow children to participate, develop skills, and learn the game in a fun and safe environment.

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 person(s) may be removed from the program.
- Any coach, assistant coach, or player ejected from a contest must leave the vicinity (out of sight and sound) immediately and are prohibited from any further contact with the team (directly or indirectly) for the remainder of the game and will not be permitted on the premises for the team's next scheduled game.

Parent Requirement

- At least one parent must complete the PAYS (Parent Alliance for Youth Sports) online program.
- Go to <http://www.nays.org/payonline/how-it-works.cfm> to complete the program.

Coach Requirements

- Register online as a volunteer coach.
- Complete, submit, and pass an online criminal history background check.
- Complete free online CDC concussion training and submit certificate of completion.
- Attend and complete the National Youth Sports Coaches Association (NYSCA) certification.

Age Divisions	Age as of September 1, 2019
Mite	7-8 years old
Pee Wee	9-10 years old
Minor Boys	11 years old
Major Boys	12 years old
Major Girls	11-13 years old
Senior Boys	13-14 years old

Local Rules

*NFHS, national Federation of High School, rules govern play except where local rules supersede NFHS.

1. Players may not wear anything that can be potentially dangerous, such as jewelry, hard casts, etc.
2. Each age division is separated by gender and will have specific rules per league.
3. League standings will not be posted for any youth sports programs.
4. Post season tournaments may be offered for the Minor, Major, and Senior Leagues.
5. Players are only allowed to play on one OCPRD team and in one age division during the season.
6. 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.
7. There will be one (1) minute between quarters and three (3) minutes at half time.
8. Each team will have four (4) 60-second time-outs per game to be used at any time during regulation play.
9. One block is equivalent to half of a quarter. Each quarter is divided in half, thus there are eight (8) blocks during the game.
10. Home teams will wear light colored jerseys. The guest team will wear the darker colored jersey. Undergarment t-shirts, if worn, should either be **white** in color or **match the outer jersey color**.
11. 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.
12. 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.**
13. **A player given a flagrant foul will be immediately ejected from the game.**
14. 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 will not be allowed in the gym during the next scheduled game, to include tournament play.**
15. All coaches must remain inside the coaching box (which is 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.

16. 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. If either a head coach or an assistant coach receive 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 quarter.
17. Substitutions are to be made between block periods within 20 seconds to prevent a delay of game.
18. A one-time substitution may be made for a player who has committed his/her 4th foul.
19. **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.
20. **Each player except when sick or injured must play at least four (4) blocks, equivalent to half the game. Preferably, not 4 consecutive blocks.**
21. Once all players have met block playing/sitting requirements, players may be substituted freely. “Free substitution” generally only occurs during the 8th and final block.
22. When “free-subbing”, players must kneel down in front of the score table and wait to be beckoned onto the court by the referee.
23. 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.
24. 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 should keep track of playing/sitting time for their team players.

MITE LEAGUE BASKETBALL RULES – AGES 7-8

1. 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.
2. Mid-quarter substitution opportunities occur around the 3 minutes and 30 seconds mark. Timekeepers are instructed to stop the clock by 3:30 and sound the horn when there is a stoppage or appropriate "slow down" in play.
3. Games will begin with a coin toss. Alternating possession will then ensue throughout the game.
4. Basketball goals will be at 8 ft. and the junior (27.5") size basketball will be used.
5. One or two officials call the game.
6. Free throws are taken from the line 12 ft. from the basket.
7. Players are allowed 5-seconds in the lane. The lane is defined as extending to the 12 ft. free throw line.
8. There is no 5-second closely guarded rule in effect.
9. No backcourt pressure is allowed. The 10-second backcourt rule does not apply.
10. The defensive team has to stay 10' behind half court line until the ball crosses the half court line. Once the ball crosses half court, the defensive pressure is allowed.
11. 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.
12. The ball shall be awarded to the defense if the offense commits two (2) violations during one possession.
13. 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.
14. There will be no fast breaks.
15. Player-to-player defense must be played in the first half of each game. Each defensive player must reasonably guard each offensive player; however, players are allowed to double/triple-team the ball.

- Penalty for violating rule: Coach will be issued a warning. After two (2) warnings a coach may be issued an indirect technical foul.

16. Score will not be kept. Overtime will not be played.

17. One and one foul shots will not be taken. When such a foul is committed, play resumes with a throw-in.

18. Personal fouls will be recorded, and a player committing his or her 5th personal foul will foul out. Team fouls will not be tracked.

19. The NFHS rule excluding players from occupying the lower lane spaces during free throws will be disregarded.

PEE WEE BASKETBALL RULES – AGES 9-10

1. 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.
2. Mid-quarter substitution opportunities occur around the 3 minutes and 30 second mark. Timekeepers are instructed to stop the clock by 3:30 and sound the horn when there is a stoppage or an appropriate "slow down" in play.
3. Basketball goals will be at 9 ft. and the intermediate/women's (28.5") size basketball will be used.
4. Game will begin with a coin toss. Alternating possession will then ensue throughout the game.
5. One or two officials call the game.
6. Free throws are taken from the line 12 ft. from basket.
7. 3 seconds in the lane will be enforced. Lane is defined as extending to the 12-ft. free throw line.
8. Full court press is only allowed during the last block of the game (8th block). Backcourt defense, during any other time, results in a violation.
9. Fast breaks only allowed during the 8th block if the defensive team is pressing. During other blocks, 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.
10. A team with a 12 or more point lead will not be allowed to press in the backcourt or fast break until their lead has been cut to 6 points or less. However, if the team with a 12 point lead is being pressed, they may fast break.
 - If a team violates the no fast break rule, the official will stop play and give the ball to the opposing team for a throw-in. Any repeated violations may result in a delay of game ruling.
11. Player-to-player defense must be played in the first half of each game. Each defensive player must reasonably guard each offensive player; however, players are allowed to double/triple-team the ball.
 - Penalty for violating rules 8 & 11: Team gets two (2) warnings then a single technical foul shot will be taken for each subsequent violation. The technical foul will count as a team foul, but not as a personal foul towards an individual player.
12. The one-and-one foul shot(s) starts with the 7th team foul. Double bonus starts with the 10th team foul.

13. Personal fouls will be recorded, and a player committing his or her 5th personal foul will foul out.
14. Overtime will not be played.
15. The NFHS rule excluding players from occupying the lower lane spaces during free throws will be disregarded.
16. **No 3-point shots to be awarded in school gyms where no 3-point line is painted on court.**

MINOR, MAJOR, AND SENIOR BASKETBALL LEAGUE RULES

Minor Boys – Age 11 Major Boys – Age 12 Major Girls – Ages 11-13 Senior Boys – Ages 13-14

1. Games will be played with 6-minute quarters with the clock stopping on the official's whistle.
2. Mid-quarter substitution opportunities occur around the 3-minute mark. Timekeepers are instructed to stop the clock by 3:00 and sound the horn when there is a stoppage or an appropriate "slow down" in play.
3. Basketball goals will be at 10-ft.
4. An intermediate/women's (28.5") size ball will be used for the following league play:
 - Minor Boys
 - Major Girls
5. An official size basketball (29.5") will be used for the following league play:
 - Major Boys
 - Senior Boys
6. 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.
7. 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 15 or more point lead. When a team's lead is cut to 10 or less, that team may resume backcourt defensive pressure or a half-court trap, if it wishes.
8. The one-and-one foul shot(s) starts with the 7th team foul. Double bonus starts with the 10th team foul.
9. Personal fouls will be recorded, and a player committing his or her 5th personal foul will foul out.
10. 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.**
11. 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.
12. 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.