

# JCUMC YOUTH BASKETBALL RULES

## General

The league will follow the Georgia High School Association Rule Book, with the exceptions listed herein. Where conflicts occur between the GHSA and the listed exceptions, the exceptions shall govern.

## Length of Game

**Co-Ed/2<sup>nd</sup> Grade Boys**  
**3<sup>rd</sup>-6<sup>th</sup> Grade\***

Four 8-minute quarters with a running clock.

Two 18-minute halves with a running clock.

\*The clock will stop on every whistle in the last minute of each half and on all timeouts and injuries.

\*In the Co-Ed and 2<sup>nd</sup>-4<sup>th</sup> grade leagues, if the score is tied at the end of regulation, the game is a tie. The Under 5<sup>th</sup>/6<sup>th</sup> grade league will play one 2-minute overtime. If the score is tied at the end of the overtime period, the game is a tie.

\***Overtime Rules**—Two minutes on clock, clock stops on every whistle in the last minute, and both teams are granted one timeout.

## Forfeits

Teams will not forfeit games based on the number of players attending. If a team has less than five players, the game will be played at even strength with both teams sharing players.

## Rules of Play

- Both teams must have a prayer together at mid-court before play begins.
- Each child must play one half of the ballgame. If a player is late, he/she is only entitled to play one half of the time that he/she is present. If a player is absent from a game, he/she forfeits the right to make up those two quarters at any other game.
- When all players are NOT present, the extra playing time should be divided equally among the players present. Please keep tabs from game to game who has and who has not played extra quarters. Extra quarters should NOT be given as a reward for advanced ball players; instead, all players should have an equal opportunity to play. For example, no child will be allowed to play three quarters until every other teammate has player two quarters. No player will be allowed to play four quarters until every other teammate has played three quarters in a game.
- Substitutions can take place any time play is whistled dead by the referee.
- Each team will be allowed two timeouts per half. Timeouts may not be carried over from one half to the other or to overtime.
- Only offensive players will be allowed to call timeouts when the ball is in play.
- Deliberate stalling in the Co-ed- 4<sup>th</sup> grade leagues will not be tolerated because of the No Press Rule.
- In the Co-ed and 2<sup>nd</sup> grade boys leagues, all players must see game time at all positions throughout the season.

### **Basket and Ball Requirements**

- Co-ed & 2<sup>nd</sup> grade boys leagues will play on 8 ft. baskets with a WNBA size ball..
- 3<sup>rd</sup> & 4<sup>th</sup> grade leagues will play on 9 ft. baskets with an intermediate WNBA size ball.(28.5")
- 5<sup>th</sup>/6<sup>th</sup> grade girls will play on a 10 ft. basket with an intermediate WNBA size ball.(28.5")
- 5<sup>th</sup>/6<sup>th</sup> grade boys will play on a 10 ft. basket with an WNBA size ball.

### **Clothing**

- Shirts should be tucked in during play. Shoes that mark the floor will not be allowed. All jewelry must be removed prior to play.

### **Jump Balls**

- There will be a jump ball only at the beginning of the game and overtime. There will be no jump balls in a "tie-up." Instead, teams will alternate possession out of bounds. Alternate possession will also determine which team has the ball at the start of new quarters and halves.

### **Legal Defenses**

- The defensive team cannot play man-to-man when they are leading by more than eight points (Co-ed & 2<sup>nd</sup> grade Boys) or 12 points (3<sup>rd</sup>- 6<sup>th</sup> grade leagues). In this situation teams must play a 2-1-2 zone.
- 3<sup>rd</sup>-6<sup>th</sup> grade leagues only: Deliberate double-teaming is only legal within the free throw lane. Double-teaming is defined as: Any situation where the defensive team has gained an advantage as a result of two players defending one opposing player. Momentary double-teaming (i.e. when the players are switching) will be accepted as long as one player is leaving the area. *The penalty for double-teaming will be similar to a violation with the ball inbounded on the side.*

**Exception: In the last minute of each half, one free throw and possession will be awarded.**

### **Press Rules**

- A "NO-PRESS RULE" will be used in the 1<sup>st</sup>- 4<sup>th</sup> grade leagues. This means that the offense may not be challenged by the defense until the ball has been taken over the yellow line closest to the basket.
- Pressing is only allowed in the 5<sup>th</sup>/6<sup>th</sup> grade league. In an effort to transition players, pressing is only allowed in the last 3 minutes of each half. Pressing is only allowed if the teams are within 12 points.
- All inbound passers must be given three feet beyond the line.
- Penalty for an illegal press or deliberate stalling will result in the ball being awarded to the opposing team at half court. **Exception: In the last minute of each half, one free throw and possession will be awarded.**

### Lane Violations

- Offensive players are allowed in the paint for no more than three seconds.
- Players may enter the lane on the **release** of all free throws.

### Personal Fouls

- Each player will be allowed a maximum of five personal fouls before he/she fouls out of a game.
- 1<sup>st</sup>- 4<sup>th</sup> grade leagues only—In the event that a player fouling out will cause a team to play shorthanded, that player will be allowed to continue. However, any fouls committed by that player, including and after the fifth foul, will result in two free throws awarded and possession at half court for the opposing team.
- All age groups will shoot free throws (one & one) on and after the opposition's seventh team foul, and two free throws (double bonus) on and after the opposition's tenth team foul.

### Equalizer Rule

- Fast breaks will only be permissible when a team is eligible for man-to-man defense. This is done in an effort to avoid blowouts and ensure that participation and sportsmanship comes first. (Teams not eligible to fast break must walk the ball up the floor).

### Backcourt

- The offense (Under 12) must advance the ball past the half-court line within the first 10 seconds of possession.
- Backcourt violations will be called per GHSA rules in the 5<sup>th</sup>/6<sup>th</sup> grade leagues only.

### Technical Fouls

- A bench technical will result in two free throws plus possession for the other team. Profanity and unsportsmanlike conduct are automatic technical fouls.
- Any player technical will result in one free throw plus possession for the other team. The player will be expelled from eight clock minutes of play.
- Two technicals charged to the same individual will result in an ejection.
- For our purposes, a **flagrant technical foul** is defined as any act by a player that appears intentional and that may cause harm to another player. Any flagrant technical foul called by the referee will result in one free throw and possession of the ball for the other team. **Any player committing a flagrant technical foul will be ejected from that game.**

### Unsportsmanlike Conduct

- Any coach or parent displaying “unsportsmanlike conduct” will be asked to leave the playing area and may not return for the duration of the game. **This may be done by referees(after consulting with the Gym monitor), the Gym Monitor, or the Minister Of Recreation. Head coaches are responsible for notifying parents and assistant coaches of this rule and are expected to keep the adults under control.**