



Town of Fort Mill Parks and Recreation Department Youth Basketball Rules

Playing Rules

Official South Carolina High School League Rules will be used with local league exceptions.

Player Requirements

When a team has between 7 and 10 players present; every player must play minimum play requirement for their specified age group. Teams may play with 4 players, but they must start with 5. *Exceptions: Players, who are injured, foul out, disqualified, are out for disciplinary action (league coordinator must be notified prior to game), or are not present for the entire game may not meet the play requirements.*

For All Boys and Girls age groups there will be mandatory substitutions at the next dead ball around the four (4) minute mark of each quarter. At that time each player on the bench must report to the table and substitute in. This ensures each child will play the minimum requirement. Players can only be substituted due to disqualification (foul out) or injury. No other mid quarter substitutions are allowed except for the leagues below.

For 11/12 Boys, 11/12 Girls, and 13/15 Coed leagues only coaches will have free substitution in the 4th quarter only if all players have met their 12-minute minimum playing requirement in the first 3 quarters. We still encourage coaches to play each player in the fourth quarter.

Failure to meet requirements will result in forfeiture of game.

Equipment

Mouthpieces are recommended but will not be mandatory for all games. Parks and Recreation staff recommends the use of mouth pieces for basketball. Earrings, necklaces and any other type of jewelry are not allowed. Taping over any jewelry is **NOT** allowed.

Timing rules

The length of each quarter for all divisions of play shall be 8 minutes the clock shall run on violations and shall stop for time outs and any unusual delay in getting the ball in play. Should a shooting foul occur, the clock operator will momentarily stop the clock while players line-up for the foul shots. The clock will start when the fouled player receives the basketball to shoot the first free throw.

The last 2 minutes of each half the clock will start and stop on each whistle as in a regulation game. Overtime periods shall be two (2) minutes in length and the clock shall stop on each whistle as in a regulation game.

In the 7–8-year-old Boys and Girls divisions only, if there is no winner determined after first overtime period, the game will go to sudden death in the second overtime period with the team who scores first being declared the winner. If the game is still tied after the second two-minute overtime, that game will be declared a tie (regular season only). All other age groups will continue normal overtime procedures until a winner is declared.

Teams will be allowed 3-time outs per game. Timeouts are 30 seconds and players must stay on the floor. Teams will gain one additional time out for overtime periods. Any overtime periods will be an extension of the 4th period,

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and timeouts may be carried over. *I.e. a team with 1 timeout remaining at the end of the 4th period will have 2 timeouts to begin overtime.*

Foul Shots

On common fouls (non-shooting), 1-and 1 bonus will begin on the 7th team foul for the remainder of the half. All fouls committed on a shooter will be administered as in a regulation game (2 shot fouls or 1 shot following a successful goal) and the clock shall be stopped momentarily while the players line up for the foul shot. All intentional and technical foul shots will be administered as they would in a regulation game. The foul shot rule will apply to each division. A player will foul out on their 5th personal foul.

All age groups must stay behind the free throw line while shooting free throws except for 7-8 Boys and Girls they may start behind free throw line and while jumping cross the free throw line.

Defensive Rules

7–8-year-old Boys and Girls divisions: There will be no pressing. All defensive players must keep one foot inside the 3 point arc. To deter stalling by the offense the official may enact a 5 second closely guarded count and violation on the offense if in their judgement they feel the offensive team is stalling to enter the ball inside the 3 point arc. The last 2 minutes of each half ONE player may engage in a full court press. If a team is ahead by 10 or more points, they cannot have anyone full court press, but the defensive player can pick up at half court.

9-10 Boys and Girls division: players may engage in defense after the ball crosses half court. Full-court press may be played during the last two minutes of each half and any overtime periods ONLY. If a team is ahead by 10 or more points, they cannot full court press, but the defense can pick up at half court.

11-15 Boys and Girls divisions may full-court press at any point barring a 10-point lead. If a team is ahead by 10 or more points, they cannot full court press, but the defense can pick up at half court.

Unsportsmanlike Conduct

Any player or coach that receives 2 Technical fouls will be ejected from the game and serve at least a 1 game suspension for the following game.

If a players or coach receives 2 ejections throughout the season they will be expelled from the league.

Miscellaneous Rules:

7-8 Girls, 7-8 Boys, 9-10 Girls, 9-10 Boys, and 11-12 Girls will be using women's/size 28.5 basketball.

11-12 and 13-15 boys will be using an official basketball (29.5).

5-6 Coed and 7-8 Boys/Girls will play on 8.5-foot rim, all other age groups will play on 10-foot rim (9-10/11-12/13-15 ages).