

**SIMPSONVILLE RECREATION  
YOUTH BASKETBALL GUIDELINES**

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Current South Carolina High School Rules will govern play with the following exceptions:

**A. Eligibility**

Midgets — 7-8 as of September 1  
Minors - 9-10 as of September 1  
Majors - 11-12 as of September 1

**B. Participation**

1. Each player who attends the game must play the required minutes by the playing time chart below. It is the coach's responsibility to see that each player plays the equivalent, failure to do so can cause immediate forfeiture of games.

We will play 8 four min. periods (4 in each half) at the end of each of the 1<sup>st</sup> 6 periods, which ever players are out of the game must be put in the game for next 4 min. period. The last two 4 min. periods will be played under normal substitution rules and who plays is up to the coach. Normal substitution meaning players must report to the scorers table and be buzzed in during a deadball situation. The only substitution during the 1<sup>st</sup> 6 periods will be due to a player fouling out of the game, a player being injured, or a player being ejected from the game.

**EX:** Players A B C D and E start a game, they play the first 4 min. period while players F G and H sit out. When the first period is over players F G and H must be substituted into the game for A B C D or E. At the end of period 2, the 3 players sat out the 2<sup>nd</sup> period will be put back in the game. This procedure is followed throughout the 1<sup>st</sup> six periods. This will ensure each player plays at least 12 min. each game.

**C. 8U & 10U Bonus Free Throws(does not apply to 12U) – Each player will shoot at least 1 free throw prior to the start of the game. If one team has fewer players than the opposing team, then a player(s) who has missed their first attempt may shoot an extra shot to balance the attempts between teams. A referee will monitor at each end, report the score the total to the scorers table and the game will proceed immediately following with jump ball to start game.**

**D. Length of game**

Each game shall be composed of four 8min quarters (a horn at 4 min. of the first three periods will be for mandatory substitution ONLY not a stoppage or timeout the referee will begin a 5 second count 10 seconds after the horn). A running clock will be used.

Running Clock: The clock will run with the following exceptions:

1. Time-out
2. Injury
3. Shooting fouls
4. Last 2 min. of each half

**D. Overtime**

2 minutes will be placed on the clock: free substitution in overtime period

**E. Lane Violations**

Midgets - No lane violations  
Minors - 3 second violation applies  
Majors - 3 second violation applies

**F. Time Outs**

2 per half. (all time outs are 30 sec)

**G. Half-time** will be 2 min.

**H. Grace Period**

There will be no grace period. A team must have 5 players to start a game.  
If less than 5 players are present, the game shall be forfeited.

**I. Half-court violations** will be enforced.

**J. Possession Arrow**

The possession arrow will be used after the initial jump ball to start game.

**K. Free throw bonus due to team fouls**

Each team shall be in the bonus on the 7<sup>th</sup> team foul. Combined personal and technical fouls will be counted toward the bonus.

**L. Pressing Defenses**

**Midgets** not allowed to full court press.  
**Minors** not allowed to full court press.  
**Majors** allowed to press only during the entire 2<sup>nd</sup> half of the

game. No back court defense will be allowed during the rest of the game.

**Exception: Majors - any team with a lead of 15 or more points may not full court press. Violation of this may result in a technical foul being called against the bench.**

**All Divisions – any team with a 20 or more point lead must only play defense inside the 3 point line – meaning once possession changes all 5 defensive players must retreat to inside their own 3pt line and may not defend outside the 3pt line until possession changes again.**

**M. Equipment - Court**

Midgets – Intermediate Ball 27.5” - 8 ft. goal

Minors - Intermediate ball 28.5” - 10 ft. goal

Majors - Regulation ball - 10 ft. goal

**N. Personal Fouls**

Each player will be allowed 5 personal fouls. Combined personal and technical fouls will be counted toward player disqualification.

**O. Technical Fouls**

All technical fouls are 2 shots.

Coach: 2 technical/game – ejection (Ejection technical fouls are for unsportsmanlike conduct)

Player: 2 technical/game – ejection (Ejection may arise from unsafe or unsportsmanlike conduct)

Bench: Does not count toward an ejection (example 6 players on the court etc.)

**P. Scorekeepers**

Scorekeepers are not to act as fans. They are to act as part of the officiating crew.

It is required that the scorekeeper be responsible and accurate. Each team must furnish their own scorekeeper.

**Q. All games must be played at times and locations scheduled by the league office.**

Games cannot be rescheduled because of field trips, boy scouts, school functions, etc. On days when school has been canceled, due to weather, games will not be played.

**R. Gym Supervisors/Clock Operator**

The gym supervisor has complete control of the gym. This means that he/she can stop the game at any time.

He/she also has the authority to ask anyone-players, coaches, fans, etc. to leave the property. The Recreation staff will discipline these individuals accordingly.

**S. Gymnasium Rules**

1. There will be only soft shoes worn on the playing floor.
2. No drugs, alcohol, or smoking is allowed in gym.
3. Teams are asked to clean up the bench area after the game.
4. No profanity will be allowed. (Automatic ejection and suspension, by gym supervisor or official)

**T. Coaches and players must remain in bench area.**

**U. Coaches are responsible for their players, assistant coaches and fans.**

If the clock operator(Gym Supervisor) and/or official(s) perceive the actions of anyone associated with a team to be unsportsmanlike and/or detrimental to the game in progress, one warning will be given to BOTH teams, upon the next incident the head coach from the offending team may be removed from the game along with any other person(s) involved. Keep in perspective who the games are about, the kids – it is not the NBA, do not allow it to be about you or one of your parents and keep egos and tempers out of the equation.

**V. Uniforms**

Only jersey's issued by the Recreation Department will be allowed. Coach's are urged to get their team to wear matching shorts. Shorts must be worn above the hip bone at all times.

**W. The Athletic Staff will serve as the rules and discipline committee.** Any discipline deemed necessary by the department will not be open for discussion.

**Awards** – Tournament Champions and Runner-Up will receive individual awards. Regular season standings will decide seeding for season ending tournament.