

**SIMPSONVILLE RECREATION  
YOUTH BASKETBALL GUIDELINES**

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. Length of game**

Each game shall be composed of four (8) 4 min. periods. 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**

Four (4) per game

**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**

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 allowed to full court press.
- Majors allowed to full court press.
- Exception: Minors and Majors - any team with a lead of 20 or more

points may not full court press. Violation of this may result in a technical foul being called against the bench.

**M. Equipment - Court**

Midgets – Junior Ball 27.5” - 10 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.

**Z. Rosters**

On January 17<sup>th</sup> rosters will be frozen and no players may be added, unless a team is deemed a hardship case due to loss of players, in which case the Athletic office will assign any new players.