

Simpsonville Parks & Recreation
Youth Basketball Rules

| <u>League</u> | <u>Quarters</u> ¹ | <u>Goal Ht.</u> | <u>T.O/Half</u> ² | <u>OT</u> | <u>Break</u> | <u>Ball Size</u> | <u>Defense</u> ³ | <u>Press</u> ⁴ | <u>No Press</u> |
|----------------------------------------------------|------------------------------|-----------------|------------------------------|-----------|--------------|------------------|-----------------------------|---------------------------|-----------------|
| Pee Wee | 4 min | 6.5 ft. | 2 | No | Slow* | 27.5 | Man | No | |
| 1 st /2 nd | 6 min | 8 ft. | 2 | 3 min. | Slow* | 28.5 | Man | No | |
| 3 rd /4 th | 8 min | 9 ft. | 2 | 3 min. | Fast | 28.5 | Man | 4 th qt. | 10 pt. |
| 5 th /6 th /7 th | 8 min | 10 ft. | 2 | 3 min. | Fast | 29 | Man/Zone | 4 th qt. | 10 pt. |
| 8 th /9 th /10 th | 10 min. | 10 ft. | 2 | 3 min. | Fast | 29 | Man/Zone | Game | 10 pt. |

*Slow Break is a change for Simpsonville Parks & Recreation being implemented this year.

1. An offensive player with the ball cannot move the ball past the 10-second line until all defensive players have crossed it. Penalty: dead ball: reset.
2. The defensive team must be in their defensive half of the court (all players) within 7 seconds for rule (1) to be enforced. Otherwise, offensive team may proceed as if the defense is set.
3. A player with possession of the ball in the defensive end of the court is allowed to complete freedom of movement until the ball crosses the 10-second line. Penalty: dead ball. reset.
4. An offensive player losing possession of the ball in the offensive end of the court must return to the defensive end with no effort made to regain possession. Penalty: dead ball. reset.

¹There will be a running clock used in each league. The last two minutes of the 2nd and 4th quarter of each game will have a dead ball clock (stops).

²Timeouts do not carry over from the 1st half to 2nd. Timeouts from the 2nd half do carry over to overtime and 1 timeout will be given for each overtime period.

³Pee Wee, 1st/2nd, and 3rd/4th grade leagues will play man-to-man defense. 5th/6th/7th and 8th/9th/10th grade leagues may use zone defenses for part of the game.

⁴There is no press defense in the Pee Wee or 1st/2nd grade league. Pressing will be allowed in the 4th quarter of each game in the 3rd/4th grade and 5th/6th/7th grade leagues. Teams may not press if they are ahead by 10 or more points. 8th/9th/10th grade league may press during the entire game, but teams cannot do so if they are up by 10 or more points.

Uniform requirements:

All players will be supplied a league issued jersey. Players are required to wear the assigned jersey during all games. Sanctions are: 1st offense: Verbal warning, 2nd offense: 1 game suspension, 3rd offense: 3 game suspension.

Practice/ Play Policy:

Practice is essential to developing the basic skills of basketball. Playing as a team requires a commitment from all players. If a player excessively misses team practices he/ she may be asked to sit out the next scheduled game. This policy is enforced by the coach. Playing time is also critical to enhancing the basketball experience. Coaches are required to play players as evenly as possible and rotating starting line-ups so all players have a chance to start games. Total playing time should equal two full quarters.

Any rules not covered here will be enforced according to the KHSAA (Kentucky High School Athletic Association).