

# BEAUFORT COUNTY PARKS AND RECREATION BASKETBALL LEAGUE

## 7-12 BOYS SILVER & 7-12 GIRLS BASKETBALL RULES

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### **PLAYER ELIGIBILITY:**

1. The participant must meet the age classifications stated above.  
League age is prior to September 1, 2020.  
Participants may play in only one age division.
2. No player may be added to the roster after a team's third game, unless it is to prevent a team from forfeiting. This decision must be made by BC Parks & Recreation.
3. Once a player has been placed on a team, the player will not be allowed to switch to another team. Any exceptions must be made by BC Parks & Recreation.

### **TEAM SELECTION:**

1. Roster Size: Maximum of 8 players  
Minimum of 7 players

### **RULES OF THE GAME:**

- **A team must have five players present to begin the game. (Teams can borrow players from the opposing team only to avoid a forfeit)**
1. **ONLY FOR 7-8 BOYS AND 7-9 GIRLS** prior to the start of each game, each player will shoot one free throw. These will count towards the score of the game. Each team will shoot equal number of times, and some players may have to shoot twice depending on the opposing team's total players. The players that have to shoot twice will be the players that missed on their first attempt. (In order) If no player misses the coach will choose the player(s) to shoot again. The team with the least amount of points will receive the ball.
  2. Length of Quarters: All Divisions 6 minutes\*  
\*The clock will run continuously, except under the following conditions: a time out is called by a player, coach, or referee/there is an injured player on the court/a player is shooting free throws. The clock will stop for free throws after the referee has reported the foul to the official scorer. The clock will become a regulation clock during the last two (2) minutes of the second and fourth quarters of the game.  
\*The scheduled HOME team's coach is required to provide a scorekeeper (ex. Asst. coach or parent) at the scorer's table to help keep the official score. A Parks & Recreation representative will be at the scorer's table controlling the scoreboard and can assist with any issues the scorekeeper may have.
  3. **Overtime:**
    - A. 7-8 Boys & 7-9 Girls- No Overtime
    - B. 9-12 Boys Silver & 10-12 Girls- 2 minute overtime period, one additional timeout rewarded. ( The clock will run as it would in the last two minutes of 2<sup>nd</sup> and 4<sup>th</sup> quarter)

C. After 2nd overtime period if still tied then the game would end in a tie.

4. Participation: All players must go in every quarter on a rotation. Any player showing up after the start of the game or the scheduled start of the game, whichever is later, will begin the mandatory rotation at the beginning of the next quarter.
5. Substitutions: During the game, all subs must be made every 3 minutes. If a team has 7 or more players the team will be required to sub each player twice. The only way a player may play the entire game and not sub as listed above is if only 5 players attend. No subs will be allowed at any other time unless it is for an injury or if a player gets a 4<sup>th</sup> foul. (Quarters 1-3). **Violation of substitution policies could result in a forfeit of game.**
6. Defenses can pick up at half court at all times. **However, players are required to play man to man defense in the 1<sup>st</sup> and 3<sup>rd</sup> quarters and either a man defense or zone defense in the 2<sup>nd</sup> or 4<sup>th</sup> quarters. There will be no trapping or double teaming outside of the arc.** No pressing is allowed. \*If a player plays defense in the back court the team will be warned. If it happens again, the offense will get a free throw. The free throw will be treated as a technical foul. **Pressing is allowed under one minute in the 4<sup>th</sup> quarter and overtime (teams that are leading by more than ten points CAN NOT press).**

**Example:**

1<sup>st</sup> Quarter- Man Defense  
2<sup>nd</sup> Quarter- Man or Zone Defense  
3<sup>rd</sup> Quarter- Man Defense  
4<sup>th</sup> Quarter- Man or Zone Defense

7. Free throws: No player may enter the lane on free throw until the ball has been released by the shooter. If a player's momentum while shooting the ball, carries him over the free throw line and into the lane, no lane violation is to be called. If a player shoots the ball and deliberately goes and gets it before it touches the rim, the shooter will be in violation. This will be a judgment call by the referee and cannot be appealed. **11-12 Silver may not cross over line until the ball contacts rim.**
8. Timeouts: Each team will get two (2) full time-outs per half. These time outs do not carry over to the next half, and do not carry over into overtime.
9. Player Fouls / Team Fouls: Each player will foul out after five (5) fouls. After a total of seven (7) team fouls per half, the opposing team will be in the bonus and shoot free throws for the remainder of the half. After a total of ten (10) team fouls per half, the opposing team will shoot two free throws for the remainder of the half. All fouls will carry over into overtime.
10. Mercy Rule: When a team is leading by twenty (20) or more points the clock will run continuously with the exception of time outs or injuries. Once a team is up by twenty five (25) or more points the score will not be kept on the clock only in the book. The clock will also run continuously. The team that is ahead must play defense inside their 3-point arc until the offense scores or turns the ball over. Any team that plays defense outside the arc will be issued a technical foul after they have received one warning. If the losing team gets within the 20 points the clock will return to the original rules and the score will be posted.

11. Traveling Rule (7-8 Boys and 7-9 Girls): A traveling violation will be called if a player takes more than three steps with the ball.
12. Double-Dribble Rule (7-8 Boys and 7-9 Girls): A double-dribble violation will be called if a player stops, pauses and dribbles again.
13. 5 second and 3 second Rule (**For 7-8 Boys and 7-9 girls only**): A player will not be allowed to stay in the paint while on offense for more than 5 seconds (7-8 boys and 7-9 girls) and 3 seconds (9-12 Age Groups) at a time. The count will start over each time the ball hits the rim.

- A. **5 Second Rule -7-8 Boys and 7-9 girls only**
- B. **3 Second Rule – 9-12 Silver and 10-12 girls**

14. All other rules will be covered under the High School Basketball Rules. Five second closely guarded rule will take effect. A player cannot dribble for more than 5 seconds if he or she is closely guarded. (1 arm length away)
15. Tie-breakers in the BC Parks & Recreation standings will be determined by head to head results.

2<sup>nd</sup> tie breaker- Head to head point differential

3<sup>rd</sup> tie breaker- Points against for the season. (EX: 100 points/10 games= 10.0 PA)  
Forfeits do not count. (Minus the number of played games/Points allowed)

4th tie breaker- Quality of wins. Teams are awarded points for wins.

EX. If there are 7 teams in a league. You would get 7 points for a win over the 1<sup>st</sup> place team and 6 points for a win over the 2<sup>nd</sup> place team, etc.

16. Standings: Teams are awarded 3 points for a victory, 1 point for tie, and 0 points for a loss. **P&R will provide trophies for 1<sup>st</sup> and 2<sup>nd</sup> place teams ONLY for divisions 9 & up.**

### **UNIFORMS:**

1. Numbered jerseys will be provided by B.C. Parks & Recreation. Numbers will be on the backs of the shirts. The High School Rules on acceptable numbered jerseys does not apply to the Parks & Recreation league. Undershirts can be of any color for the league.
2. Shorts must be worn over the hips, and must have the jersey tucked firmly in the shorts. No belts or pockets are allowed. Compression shorts may be worn under the shorts.
3. **No jewelry or hair beads are allowed. No Exceptions!!!!!!!!!!!!!!!!!!!!!!**
4. The home team will wear the gray side. **The visiting team will wear the dark side.**
5. A player must wear socks on both feet, and must wear both of them down or both of them up.
6. Only shoes with rubber soles on them will be permitted on the floor. Street shoes are not allowed.

7. No bandanas or hats are allowed to be worn on the floor. Head-bands are acceptable.

**8. Uniforms may not be altered or have names added. Only uniforms issued by Parks & Recreation are permitted in league play. Any player is subject to not being allowed to play without the proper uniform.**

**EQUIPMENT:**

Youth Ball (27.5): 7-8 Boys, 7-9 Girls

INTERMEDIATE BALL (28.5): 9-10 Boys, and 10-12 Girls

Regulation Ball (29.5): 11-12 Boys

**GOAL HEIGHTS:**

8 Foot: 7-8 Boys

8.5 Foot: 7-9 Girls

10 Foot: 9-10 Boys, 11-12 Boys, 10-12 Girls

**MISCONDUCT/ UNSPORTSMANLIKE BEHAVIOR: PARK & RECREATION  
CODE OF CONDUCT APPLIES TO ALL PARTICIPANTS, COACHES AND  
SPECTATORS**