



2017 Youth Basketball League Rules

Games are played using the 2016 - 2017 National Federation of High School rule-book, with the exceptions noted below.

11-14 Year Boys and Girls

Games are played at the Isle of Palms Recreation Center on Thursdays at 7:30pm/8:30pm and/or Saturdays at 3:00pm/4:00pm. There is a single elimination tournament that follows the season.

1. Games are played on a full court using the 10 foot baskets and a 28.5 ball (*SCAP Requirements for District Tournaments ONLY*) **otherwise a full size 29.5 basketball will be used.** Games will be played 5 on 5. **Game time = forfeit time, no exceptions made.**
2. **Timing:** Four (4), eight (8) minute quarters of regulation time. Half time is 3 minutes. Each team is allowed 3 timeouts per half. Timeouts don't carry over from 1st half to 2nd half. Timeouts are 60 seconds.
3. Backcourt guarding is allowed. If a team has a 10 point lead over another team, they will not be allowed to backcourt guard.
4. **Playing Requirements:** Each player must play a minimum of 16 minutes (2 quarters or half the game); the 16 minute time span can be spread over the entire game. **Players cannot play an entire game.** *Teams must have five players to start a game, but can finish with less.*
5. A coach may hold a player out of the game for the following reasons: injury, sickness, or disciplinary actions. The coach must notify the Recreation Department, the individual's parents, and the scorekeeper prior to the start of the game.
6. The clock will only stop when a free throw is taking place and at each dead ball.
7. Two point shots and three point shots are recorded.
8. Any coach or player ejected from a game by the referee must leave the gymnasium immediately or the game will be forfeited. Any player or coach that is ejected will automatically be suspended for a minimum of one game. The Recreation Department will determine if further action is necessary.
9. **Overtime** is 3 minutes of regulation clock. If the game is still tied after 3 minutes, the game will be recorded as a tie. Each team is given one time out to be used in overtime.
10. **Fouls are kept.** Players foul out of the game with five (5) fouls. On the teams 7th foul, the opposing team is in the 1 and 1 bonus; on the teams 10th foul, the opposing team is in the 2 shot bonus.

11. Conduct:

- a) Players must remain on the bench during the game except when substituting or timeouts.
- b) Coaches must remain within the designated coaches box located in front of their team bench. The first violation will result as a technical foul. The second violation will result in the ejection of the coach.
- c) A coach or player(s) may not argue a call with an official before, during, or after a game.
- d) Profanity, alcohol, and tobacco products are not permitted on the Recreation property at any time

12. Awards:

- a. Regular Season: Champions will receive individual medals.
- b. Single Elimination Tournament: Champions will receive individual medals.

13. To determine playoff seedings:

- a. First tiebreaker will be head to head victories
- b. Second tiebreaker will be total points scored in the season
- c. Third tiebreaker will be lowest amount of points scored against the team in a season

14. Shorts with pockets and/or zippers are not allowed. Jewelry, such as but not limited to, rings, earrings, bracelets, etc., is not allowed during practices or games. No Exceptions!!

***** The Recreation Department reserves the right to interpret all rules as they see fit for each particular situation. The Recreation Director will have the final decision.***