

YOUTH BASKETBALL RULES

SECTION A: AGE DIVISIONS

1. The SCPRD offers the following levels of basketball, based on age:
 - a. BUDDY Basketball for boys & girls ages 5 & 6
 - b. FLEA Division for players ages 7 & 8
 - c. MITE Division for players ages 9 & 10
 - d. MIDGET Division for players ages 11 & 12
2. The age control date for basketball is January 1st. Your child's age on December 31st is their playing age.
3. The only players eligible to play below their age division are those with a physical or mental disability that is documented and approved by the SCPRD. No-One is permitted to play above their age division.

SECTION B: GOVERNING RULES

1. All games will be governed by the rules and regulations of the Georgia High School Association (GHSA) with the exceptions found in the GRPA athletic manual and this local rule book.
2. The basketball program is operated by the Sumter County Parks and Recreation Department. It is under the general direction of the agency's athletic manager.

SECTION C: LENGTH OF GAMES / PRE-GAME

1. FLEA & MITE Leagues will play four equal quarters of six (6) minutes each.
2. MIDGET League will play four equal quarters of eight (8) minutes each.
3. During local play, the clock will run continuously except for the final two minutes of each half (2nd & 4th quarters). In the final two minutes of each half, the clock will be operated by GHSA regulations.
4. Prior to the beginning of each game, every player on the roster, that is in attendance, will shoot one free throw. All made free throws will be recorded into the official scorebook and on the scoreboard. If Team "A" has 8 players and Team "B" has 7 players, then Team "B" will have one of it's players shoot two free throws so that an equal number of shots is taken by both teams. This pre-game rule allows every player the opportunity to score at least one point.

SECTION D: SPECIAL PROVISIONS

1. A team MUST have at least four (4) players to begin the game. If at any time, a team falls below four players, the game is declared a forfeit.
2. In FLEA division, there is no full court press. Once a defensive rebound is made, the other team must retreat to the opposite end of the floor, beyond the mid court line.
3. In MITE division, there is no full court press during the first half. Once a defensive rebound is made, the other team must retreat to the opposite end of the floor, beyond the mid-court line. Teams may employ the full court press at the beginning in the 2nd half (3rd & 4th quarters).
4. In MIDGET division, there is NO FULL COURT press allowed during the first four minutes of the game (the first half of the 1st quarter). Once a defensive rebound is made during this time period, the opposite team must retreat to the other end of the court, beyond the mid-court line. After the 4 minute mark of the 1st quarter, a full court press may be used for the remainder of the game.
5. Every team is given four (4) time outs per game ... NOT PER HALF!!!
6. If the game is tied at the end of regulation play, a two minute overtime period will be played. The clock will operate during all overtime periods by GHSA regulations. Each team receives one (1) additional time out per overtime period.
7. While all leagues will use the continuous running clock, on a shooting foul, the clock will be stopped until all players are properly lined up and the shooter is given the ball. Once the shooter is given the basketball, the clock

will begin running. This applies at all times except the final two minutes of the 2nd & 4th quarters when the clock is operated by GHSA regulations.

8. Any player, coach or fan ejected from the game for unsportsmanlike conduct must leave the gym immediately and sit out the following game as well. A coach that receives a technical foul is restricted to the bench in a sitting position for the remainder of the game. A 2nd technical foul, on a coach in the same game will result in an ejection.

SECTION E: PLAYING REQUIREMENTS

1. In all leagues, each player is required to play at least one half of one quarter in each half. At the midway point of each quarter (or as close as possible, as the game will allow), the clock will be stopped and coaches will be asked for substitutes. If, at the midway point of the second and fourth quarters, a player has not played their minimum required amount of time, the gym supervisor will then force their entry into the basketball game.
2. Each scorekeeper will mark a player's playing time in the official scorebook. If the scorekeeper has performed their duty, everyone will have followed the playing requirement. However, it is ultimately the responsibility of each coach to ensure that the playing requirement has been met.
3. The violation of not meeting the playing requirement will result in forfeiture of that game. If the game was lost anyway, it will result in forfeiture of the next win. In addition, the player that did not meet the playing requirement will be required to play the entire game, the following game.
4. If a player arrives late, the playing requirement is pro-rated. If a player arrives once the 1st quarter is complete – there is NO playing requirement for the first half of the game. If a player arrives after the first half of the third quarter, they are not required to play at all in that game. They are not prevented from playing, but are not required to play.
5. If a player is consistently missing practices or games, a coach must give the SCPRD a 24 hour notice and permission will be granted to "bench" that player for one game.
6. During the basketball game, if a player is in need of disciplinary measures, the gym supervisor can grant permission to the coach to "bench" the player for the remainder of the game.

SECTION F: EQUIPMENT

1. All shoes must be soft soled, smooth, non marking basketball style shoes.
2. The approved basketball shall be a 285 or 28.5 leather or composite basketball that is approved for play in the GHSA women's game. This ball will be used for all MITE & Midget games. A smaller basketball will be used for FLEA division games, typically known as an "intermediate" size ball.
3. Uniforms should include a jersey with factory style, non duplicated numbers on the front and back. Legal numbers are: 0, 1 – 5, 10 – 15, 20 – 25, 30 – 35, 40 – 45 and 50 – 55
4. The FLEA & MITE divisions will play on goals that are 8 ½ feet above the floor. Midget League games will use the regulation 10 foot high goals.

SECTION G: ALL-STARS

1. The FLEA, MITE & MIDGET leagues will select one All-Star team in each division to represent the SCPRD in GRPA District and/or state competition.
2. Prior to the completion of the season, coaches will be asked to submit nominations from their team to be considered for the All-Star team. Once all nominations have been received, a master ballot will be created and coaches will vote for the top 8 players. All players receiving unanimous votes ...which is everyone except their regular season coach, will be on the All-Star roster. If there is enough room left on the roster, all players receiving all but one vote will be placed onto the roster. If there are any roster spots remaining, the person selected to be the head coach will select those remaining roster spots. The roster limit is ten (10) players. GRPA does NOT allow more than 10 players on the roster.
3. Each coach, when submitting their nominations, will vote for their choice to coach the All-Star team. If a suitable coach cannot be found, an SCPRD staff member may be selected to coach the team. If the league's coaches unanimously wish to have an SCPRD staff member or a coach from outside of the league be the head coach of the

All-Star team, they may "write in" that coach. All coaches in GRPA competition must be either a certified coach or an SCPRD full-time staff member.

4. The SCPRD will provide a uniform and pay the entry fee into all GRPA tournaments. The parents and coaches are responsible for providing all other costs associated with the team. (transportation, meals, lodging, etc.)
5. The selection process will be transparent and the ballot sheets will be open for public viewing.
6. Each team may have one head coach and if desired, one assistant coach.