

FORSYTH COUNTY PARKS & RECREATION DEPARTMENT

YOUTH BASKETBALL LOCAL RULES

Edited 1/6/21

I. Organization and Competition

A. **Official Rules**

1. The current National Federation of High School Associations (NFHS) & Georgia High School Association (GHSA) rules will govern league play, except when superseded by local rules.
2. The FCPRD reserves the right to act on situations not covered by these local or NFHS/GHSA rules. All interpretations and/or rule intents will be made by the FCPRD Athletic Staff.
3. Coaches may not deviate from these rules.
4. These rules will also govern Local End of Season Tournaments.

B. **Draft Rules**

1. Each team will be selected by the Head Coach in a rotation draft. Draft Rotation Charts will be supplied by FCPRD.
2. The Head Coach will be able to “freeze” his/her child and 1 (one) child of his/her assistant coach.
3. The Head Coach must name his/her assistant coach prior to player evaluations.
4. Player Evaluations will be held prior to the draft.
5. If a “frozen” player does not attend the player evaluations, then that player will be his/her team’s 1st pick. If neither “frozen” player for a team attends the player evaluations, then they will be selected with their team’s 1st and 2nd pick of the draft.
6. All other players absent from player evaluations will be put into a hat and assigned at the end of the draft.

II. Players

A. **Age Control and Divisions**

1. The age control date is the player’s age on December 31, 2020.
2. The following age group criteria will be used in Youth Basketball: Boys 10u, 12u, 14u, Girls 10u, 12u, 14u
3. Older age players are not permitted to play in a younger age division.
4. A player can be a member of only one team at a time within the FCPRD basketball program.

B. **Uniforms**

1. All teams must wear FCPRD issued jerseys.
2. Teams may not alter the jerseys in any way, except to put their names on the back of the jerseys.
3. Teams may purchase shorts and warm-ups, but cannot make it mandatory for players to purchase them.
4. Teams listed as “Home” on schedule will wear white.

C. **Miscellaneous**

1. Glasses: A strap must be worn on all eyeglasses
2. Players cannot wear any beads in their hair or jewelry of any sort.

III. Playing Time

A. **Mandatory Playing Time**

1. Each player present at game time shall play half of the 1st quarter and half of the 2nd quarter. The clock will be set for 4 minutes and run to :00 for each portion of the 1st and 2nd quarters. The possession arrow will decide which team receives the ball to start a new portion of each quarter. Teams will have 30 seconds to complete their substitutions in the middle of the 1st and 2nd quarters.
2. A player who commits two personal fouls in a portion of a quarter OR commits a 3rd foul in the 1st half may be replaced. That player must start the 2nd half and complete their mandatory playing time before being substituted for.
3. There will be free substitution in the 2nd half, however each player must play in the 2nd half.
4. No player may receive less than the mandatory playing time unless there is an injury/illness, a disciplinary action that has been pre-approved by FCPRD Athletic Staff or the player fouls out of the game.
5. Failure of a coach to abide by the playing time rules can result in the coach’s removal from the program.

B. Length of Games and Time Limit

1. All leagues play four quarters in a game, each quarter shall be 8 minutes in length.
2. There will be a minute break between each quarter and 3 minute break at halftime.
3. A continuous running clock will be used except for the following: time outs, free throws, interference with facility objects, injuries, the 4 minute mark of the 1st and 2nd quarters, and the last two minutes of the second & fourth quarters in which the clock stops on every whistle as in regulation High School Rules.
4. Each team is allowed two full, one minute timeouts per half. Timeouts do not carry over between halves or overtime.
5. If a game is tied after regulation play, an overtime period will be played with the following guidelines:
 - a. The overtime period will be 2 minutes in length.
 - b. Clock will stop on each whistle for the entire overtime period.
 - c. Each team will have one timeout during overtime. (Unused timeouts from regulation play DO NOT carry over.)
 - d. There will be a maximum of one overtime period. If the score is remains tied after the overtime period, the game will be recorded as a tie.

IV. Special Rules

A. Equipment:

1. 10u Boys & Girls: Will use 28.5" ball and 10 foot goals.
2. 12u & 14u Girls: Will use 28.5" balls and 10 foot goals.
3. 12u & 14u Boys: Will use 29.5" balls and 10 foot goals.

B. Full Court Pressing & Fastbreak

1. 10u & 12u Boys and Girls: Will not be allowed to play full court defense except in the last two minutes of the 2nd and 4th quarters of each game.
2. 14u Boys and Girls: May full court press at any time.
3. Full court defense is defined as setting up a defense in the back court after a made basket or any inbounds play. Also if the offense team choose to hold the ball and "walk" the ball up the court, then the defense must retreat to half court. Teams may defend against a fast break or long outlet pass.
4. All Age Groups: If a team has a 20 point or more lead, they will not be allowed to play a full court defense. If the lead is cut to 10 points or less, regular full court defense rules will be reapplied.
5. All Age Groups: If a team has a 20 or more point lead in the last two minutes of the game, the clock will stop on injuries and time outs only. The clock will not stop for free throws. If the lead is cut to 10 points, regulation timing rules will be reapplied.

C. 3-Point Shots

1. All age groups will have regulation 3 point shots per NFHS rules.

D. Conduct

1. By registering for an athletic program, volunteering to coach, serving as a game official or attending an event as a spectator, all participants agree to abide by the FCPRD Code of Conduct (see FCPRD website).
2. Any player, coach, parent or spectator ejected from a game because of unsportsmanlike conduct will not be allowed to play in the next game at which his/her team plays. (*The FCPRD Athletic Staff reserves the right to review all ejections*)
3. On a players or coaches second ejection, the result is removal from the program. (*The FCPRD Athletic Staff reserves the right to review all cases*)
4. In accordance with National Federation Basketball Rules, the coach's box will be used. They may rise to coach, but they may only leave the box during time-outs or injuries. The Team's Bench Area will be considered the coach's box.
5. If informed by the referee, the coach or coaches may lose their coaching box privilege and be restricted to sitting on their bench seat quietly.
6. ONLY BOTTLED WATER IS ALLOWED IN THE GYMS. NO OTHER FOOD OR DRINK IS ALLOWED.