

# Tupelo Parks and Recreation Department

## Youth Basketball Rules

### 2010/2011

*This program will follow the National Federation of State High School Association Basketball Rulebook except where specifically outlined by this handout.*

#### **Age Groups: 6-7      8-9      10-11      12-14**

**Draft** There will be a computer draft for the following age groups: **6-7 & 8-9**.  
The **10-11 & 12-14** age groups will go through a human draft.

The **6-7 & 8-9** age groups will be using the drop down goals (Approximately 8 to 8.5 feet.)  
The **6-7 & 8-9** age group will use the junior size ball.

The **10-11** will use the women's size ball and the **12-14** will use the men's ball

#### **Game Rules**

1. Player minimum is four players, less than 4 will constitute a forfeit situation.
2. Game time is forfeit time.
3. A game will consist of four (**6 six minute**) quarters for ages **6-7 & 8-9**; the clock will run continuously except the last (two minutes) of the game, and for time outs.
4. A game will consist of four (**7 seven minute**) quarters for ages **10-11**; the clock will run continuously except the last (two minutes) of the game, and for time outs.
5. A game will consist of four (**8 eight minute**) quarters for ages **12-14**; the clock will run continuously except the last (two minutes) of the game, and for time outs.
6. Two time outs, per half, per team; if they are not used they are lost. There will be one additional time out per team in each overtime period for the **8-9, 10-11, & 12-14**.
7. The game will begin on a jump ball and will have alternating possessions throughout the remainder of the game.
8. Press Defense will **not** be allowed in **6-7 & 8-9** age groups. (**Must stay behind three point line**)
9. The **10-11** age groups will be allowed to full court press the last two minutes of the fourth quarter.
10. Fast Break will be allowed for the **10-11** the last two minutes of the fourth quarter.
11. The **12-14** will be allowed to full court press the entire fourth quarter.
12. Fast Break will be allowed for the **12-14** the entire fourth quarter.
13. Each player will be limited to 5 personal fouls, before they will be ineligible for competition.  
On the 7<sup>th</sup> team foul, the player will receive a 1+1 bonus shot, on the 10<sup>th</sup> team foul, there will be two shots.  
On a technical foul two shots will be awarded.
14. Overtime will consist of 3-minute period with the clock continuously running except for time outs.

**Each player will receive 50% playtime. This will be enforced.** All players must play 2 uninterrupted quarters. (Exception: injury or disqualification). After all players have played 50% there is free substitution between those players who have 50% playtime. A coach must notify the game officials if they have a player that is not to be played, this must be done prior to game time.

#### **Coaches are responsible for players, spectators, and parents of your team.**

- 1<sup>st</sup> offense – coach is warned of the action of the player, spectator, and parent's actions.
- 2<sup>nd</sup> offense – coach will receive a technical foul.
- 3<sup>rd</sup> offense - coach will be ejected from the game; if the asst coach is not present, the game will be a forfeit.

**Ejection from the game** – any player, coach, or parent ejected from a game can't attend the next basketball game. Unsportsmanlike conduct of a willful nature against officials, players, coaches, etc. will result in an immediate ejection from game and another one game suspension. Multiple acts could result in expulsion from the league.

