

YOUTH BASKETBALL RULES (BOYS DIVISIONS)

www.cloversc.org

Updated 11/8/16

All rules are in accordance with the official South Carolina High School League Rules unless otherwise listed.

Site Supervisors

- The site supervisors will be responsible for assigning game officials and supervising activities of the league in accordance with the rules and policies of the Clover Parks & Recreation Department.

The Game

- 5 vs. 5
- Jump ball will start the game.
- Score is kept.

Ball Size/Goal

- 27.5"/8ft. Goal (**8U Boys**)
- 28.5"/10ft. Goal (**10U Boys and 12U Boys**)

Eligibility/Rosters/Players

- The Clover Parks & Recreation Department youth basketball league will be divided into divisions.
 - **8U Boys: Cannot turn 9 before September 1, 2016**
 - **10U Boys: Cannot turn 11 before September 1, 2016**
 - **12U Boys: Cannot turn 13 before September 1, 2016**
- Each teams' roster shall have a minimum of 7 players and a maximum of 10 players. There will be no additions to a teams' roster after the date of their second scheduled regular season game.
- Players cannot play in two divisions within the Clover Parks & Recreation Department league at the same time.
- Players must wear athletic shoes and cannot wear jewelry (necklaces, rings, watches, wristbands, bracelets, earrings, etc.).
- Players cannot play with hard casts (padded or unpadded) or splints.
- No Player on a Clover School District Basketball Team for the 2016-17 season will be eligible.

Team Requirements/Playing Time

- A team must have 5 players to start a game. A team that does not have 5 players to start a game, at game time, will forfeit.
- A team which fails to adhere to the playing time requirements will forfeit.
- Each player must play at least twelve minutes within the first three quarters of each game.
 - **Sitting Rule: Teams with 6 or 7 players present must sit each player at least four minutes during the first three quarters; teams with 8 or 9 players present must sit each player at least eight minutes during the first three quarters; teams with 10 players present must sit each player at least twelve minutes during the first three quarters.**

- **Exceptions: Players who are injured, fouled out, disqualified, are out for disciplinary reasons or are not present for the entire game.**

Timing/Substitutions

- Each game will consist of four 8-minute quarters; the clock will run for the entire game. The clock will stop at the 4-minute mark of the 1st, 2nd and 3rd quarters and substitutions will be made at the next stoppage of play. There will be a momentary stop while players line-up for foul shots. The clock will run regulation during the last two minutes of each half and overtime.
- Substitutions will take place at the four-minute mark of the first three quarters; the fourth quarter will be regular substitutions.
- In the last two minutes of the second and fourth quarters, the clock will run regulation.
- In the **10U Boys** and **12U Boys** divisions, if there is a tie at the end of regulation, there will be 2-minute overtime periods until a winner is determined. The clock will run regulation in the overtime period(s).
- In the **8U Boys** division, if there is a tie at the end of regulation, there will be a maximum of three 2-minute overtime periods until a winner is determined. In the third overtime period, the first team to score wins. If neither team scores, the result will be a tie (regular season only). The clock will run regulation in the overtime period(s).
- Each team will have four timeouts per game. Timeouts will carry over to the overtime period(s). If a team has no timeouts at the end of the fourth quarter or subsequent overtime period(s), they will get one timeout per overtime period.

Defense

- In the **8U Boys** division, teams can only play half court zone and/or man-to-man defense.
 - **8U Boys** division. Defensive pressure may be picked up at the volleyball court line on the defensive side. Players will have 5 seconds to make an offensive move once they cross half court and enter the “protected area” between the half court and the volleyball court lines. Failure to attempt to make an offensive move in 5 seconds will be considered “stalling.” “Stalling calls will be at the referee’s discretion; the penalty for stalling shall be loss of possession.
**Once the offensive team has initiated their offense beyond the “protected area,” the defense may play the entire defensive side of the court including the “protected area.”*
- In the **10U Boys**, teams can only play half court zone and/or man-to-man defense. With the exception of the **last two minutes of each half and any overtime period**.
 - Full court pressing is allowed in the **10U Boys** division only in the **last two minutes of each half and any overtime period**. During all other portions of the game, full court pressing is not allowed and defensive pressure may be picked up at half court.
- In the **12U Boys**, teams can play any type of full court or half court zone and/or man-to-man defense.
 - Full court pressing is allowed in **12U Boys** division;
**If a team has a 15 point or more lead, they cannot full court press. Once the lead is below 15 points, the pressure may be re-applied.*

Fouls/Foul Shots

- Personal (player) fouls will be recorded and a player shall be disqualified upon receiving their **fifth** foul.
 - Any player who receives a **third** foul in the first half must be substituted out of the game and cannot return until the second half.

- Team fouls will not be recorded. All shooting fouls will be administered under normal procedure. The bonus situation will be administered on all common (non-shooting) fouls in the last two minutes of each half and will be shot as a “one-and-one.”
- Players in the **8U Boys** and **10U Boys** divisions will have a “step up” foul line (approximately one foot in front of the regulation line). Players may choose to shoot from the “step up” line or the regulation line. All violations on foul shots shall be applied to the “step up” line. Players in all other divisions must shoot from the regulation line.

Lane/Backcourt Violation

- There will be a “five second” lane violation for the **8U Boys** division. All other divisions will adhere to the normal “three second” lane violation.
- Backcourt violations will be administered under normal procedure.

Benches

- All bench players must remain seated while on the sideline during play.
- Only the head coach may stand on the sideline during play and cannot cross beyond coaches’ line.
- Coaches are responsible for keeping their team on the bench when not playing.

Ejections and Suspension

- Any coach, player or spectator that is ejected from a game will be suspended for a minimum of one game for the first offense and for the remainder of the season for the second offense (the Clover Parks & Recreation Department reserves the right to determine actual length of suspension based upon the infraction that transpires). Any coach or spectator ejected from the game must leave the facility immediately. Spectators may wait in the parking lot until the conclusion of their child’s game, at which time the coach and site supervisor will escort the child to the waiting spectator in the parking lot. Anyone caught going into any area of the school, other than those designated for league use, will be subject to disciplinary action deemed appropriate by the Clover Parks & Recreation Department, up to and including removal from the program.

Inclement Weather

- The Clover Parks & Recreation Department weather hotline is 803-222-6700.

Regular Season and Post-Season Awards

- The Clover Parks & Recreation Department will not provide any individual or team medals or trophies for regular season participation. Team medals or trophies will be the responsibility of each individual team at the conclusion of the regular season. The Clover Parks & Recreation Department will provide team medals or trophies for tournament champions and runner-ups. The Clover Parks & Recreation Department will assist in any way necessary to help with ordering awards.

Miscellaneous

- Neither the school nor the Clover Parks & Recreation Department is responsible for lost or stolen items. Neither the school nor the Clover Parks & Recreation Department is responsible for injuries. Participants should dress before leaving home. Only soft-soled shoes are allowed on the gym floor. Dressing rooms are not available at the school.

YOUTH BASKETBALL RULES

PLAYING TIME SAMPLE SHEET

10 PLAYERS PRESENT

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Updated 12/31/13

- Each player must play at least twelve minutes within the first three quarters of each game.
 - **Sitting Rule: Teams with 10 players present must sit each player at least twelve minutes during the first three quarters.**
 - **Exceptions: Players who are injured, fouled out, disqualified, are out for disciplinary reasons or are not present for the entire game.**

A1 & A2: Most skilled players

B1, B2 & B3: Better than average skilled players

C1, C2 & C3: Average skilled players

D1 & D2: Least skilled players

1st Quarter (0:00-4:00)

A1
B2
B3
C3
D1

1st Quarter (4:00-8:00)

A2
B1
C1
C2
D2

2nd Quarter (8:00-12:00)

A1
B1
B3
C3
D1

2nd Quarter (12:00-16:00)

A2
B1
C1
C2
D2

3rd Quarter (16:00-20:00)

A1
B2
B3
C3
D1

3rd Quarter (20:00-24:00)

A2
B2
C1
C2
D2

Minutes played during first three quarters

A1 – 12 minutes
A2 – 12 minutes
B1 – 12 minutes
B2 – 12 minutes
B3 – 12 minutes
C1 – 12 minutes
C2 – 12 minutes
C3 – 12 minutes
D1 – 12 minutes
D2 – 12 minutes

Minutes sat during the first three quarters

A1 – 12 minutes
A2 – 12 minutes
B1 – 12 minutes
B2 – 12 minutes
B3 – 12 minutes
C1 – 12 minutes
C2 – 12 minutes
C3 – 12 minutes
D1 – 12 minutes
D2 – 12 minutes

YOUTH BASKETBALL RULES

PLAYING TIME SAMPLE SHEET

9 PLAYERS PRESENT

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Updated 12/31/13

- Each player must play at least twelve minutes within the first three quarters of each game.
 - **Sitting Rule: Teams with 9 players present must sit each player at least eight minutes during the first three quarters.**
 - **Exceptions: Players who are injured, fouled out, disqualified, are out for disciplinary reasons or are not present for the entire game.**

A1 & A2: Most skilled players

B1 & B2: Better than average skilled players

C1, C2 & C3: Average skilled players

D1 & D2: Least skilled players

1st Quarter (0:00-4:00)

A1
B1
B2
C1
D2

1st Quarter (4:00-8:00)

A1
A2
C2
C3
D1

2nd Quarter (8:00-12:00)

A2
B1
B2
C2
C3

2nd Quarter (12:00-16:00)

A1
A2
C2
D1
D2

3rd Quarter (16:00-20:00)

A1
B1
B2
C1
D2

3rd Quarter (20:00-24:00)

A2
B1
C1
C3
D1

Minutes played during first three quarters

A1 – 16 minutes
A2 – 16 minutes
B1 – 16 minutes
B2 – 12 minutes
C1 – 12 minutes
C2 – 12 minutes
C3 – 12 minutes
D1 – 12 minutes
D2 – 12 minutes

Minutes sat during the first three quarters

A1 – 8 minutes
A2 – 8 minutes
B1 – 8 minutes
B2 – 12 minutes
C1 – 12 minutes
C2 – 12 minutes
C3 – 12 minutes
D1 – 12 minutes
D2 – 12 minutes

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PLAYING TIME SAMPLE SHEET

8 PLAYERS PRESENT

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Updated 12/31/13

- Each player must play at least twelve minutes within the first three quarters of each game.
 - **Sitting Rule: Teams with 8 players present must sit each player at least eight minutes during the first three quarters.**
 - **Exceptions: Players who are injured, fouled out, disqualified, are out for disciplinary reasons or are not present for the entire game.**

A1 & A2: Most skilled players

B1 & B2: Better than average skilled players

C1 & C2: Average skilled players

D1 & D2: Least skilled players

1st Quarter (0:00-4:00)

A1
A2
B1
C2
D2

1st Quarter (4:00-8:00)

A1
B2
C1
C2
D1

2nd Quarter (8:00-12:00)

A2
B1
B2
C1
D1

2nd Quarter (12:00-16:00)

A1
B2
C1
C2
D2

3rd Quarter (16:00-20:00)

A1
A2
B1
C2
D2

3rd Quarter (20:00-24:00)

A2
B1
B2
C1
D1

Minutes played during first three quarters

A1 – 16 minutes
A2 – 16 minutes
B1 – 16 minutes
B2 – 16 minutes
C1 – 16 minutes
C2 – 16 minutes
D1 – 12 minutes
D2 – 12 minutes

Minutes sat during the first three quarters

A1 – 8 minutes
A2 – 8 minutes
B1 – 8 minutes
B2 – 8 minutes
C1 – 8 minutes
C2 – 8 minutes
D1 – 12 minutes
D2 – 12 minutes

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PLAYING TIME SAMPLE SHEET

7 PLAYERS PRESENT

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Updated 12/31/13

- Each player must play at least twelve minutes within the first three quarters of each game.
 - **Sitting Rule: Teams with 7 players present must sit each player at least four minutes during the first three quarters.**
 - **Exceptions: Players who are injured, fouled out, disqualified, are out for disciplinary reasons or are not present for the entire game.**

A1: Most skilled player

B1 & B2: Better than average skilled players

C1 & C2: Average skilled players

D1 & D2: Least skilled players

1st Quarter (0:00-4:00)

A1
B1
B2
C1
D2

1st Quarter (4:00-8:00)

A1
B2
C1
C2
D1

2nd Quarter (8:00-12:00)

B1
B2
C1
C2
D2

2nd Quarter (12:00-16:00)

A1
B1
C1
C2
D1

3rd Quarter (16:00-20:00)

A1
B1
B2
C1
D2

3rd Quarter (20:00-24:00)

A1
B1
B2
C2
D1

Minutes played during first three quarters

A1 – 20 minutes
B1 – 20 minutes
B2 – 20 minutes
C1 – 20 minutes
C2 – 16 minutes
D1 – 12 minutes
D2 – 12 minutes

Minutes sat during the first three quarters

A1 – 4 minutes
B1 – 4 minutes
B2 – 4 minutes
C1 – 4 minutes
C2 – 8 minutes
D1 – 12 minutes
D2 – 12 minutes

YOUTH BASKETBALL RULES

PLAYING TIME SAMPLE SHEET

6 PLAYERS PRESENT

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Updated 12/31/13

- Each player must play at least twelve minutes within the first three quarters of each game.
 - **Sitting Rule: Teams with 6 players present must sit each player at least four minutes during the first three quarters.**
 - **Exceptions: Players who are injured, fouled out, disqualified, are out for disciplinary reasons or are not present for the entire game.**

A1: Most skilled player

B1 & B2: Better than average skilled players

C1 & C2: Average skilled players

D1: Least skilled player

1st Quarter (0:00-4:00)

A1
B1
B2
C1
C2

1st Quarter (4:00-8:00)

A1
B2
C1
C2
D1

2nd Quarter (8:00-12:00)

B1
B2
C1
C2
D1

2nd Quarter (12:00-16:00)

A1
B1
C1
C2
D1

3rd Quarter (16:00-20:00)

A1
B1
B2
C1
D1

3rd Quarter (20:00-24:00)

A1
B1
B2
C2
D1

Minutes played during first three quarters

A1 – 20 minutes
B1 – 20 minutes
B2 – 20 minutes
C1 – 20 minutes
C2 – 20 minutes
D1 – 20 minutes

Minutes sat during the first three quarters

A1 – 4 minutes
B1 – 4 minutes
B2 – 4 minutes
C1 – 4 minutes
C2 – 4 minutes
D1 – 4 minutes