

**City of Temple Parks and Recreation
Youth Basketball Rules**

1. Game Length

- A) All games will have a running clock with the exception of the final one (1) minute of each half.
- B) The 6U age groups will play four (4) quarters lasting six (6) minutes in length.
- C) The 8U, 10U and 12U age group will play four (4) quarters lasting eight (8) minutes in length.
- D) The clock stops only on time outs and free throws. Game officials may use their discretion to stop the clock for injuries and ball retrieval.
- E) Point Spread Rule: If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for time outs and free throws. Also, no full court press will be allowed if a team is ahead by fifteen (15) or more points.
- F) Overtime: All age groups will play a two (2) minute overtime period. One additional timeout will be awarded per overtime period. The clock will stop on all whistles by the officials. If teams are still tied after three overtime periods the game will end and be counted as a tie game.

2. Basket and Free Throw Specification

- A) The 6U age group will play with the goal height at 8' and free throw line at 10'.
- B) The 8U age group will play with the goal height at 8'6" and the free throw line at 13'6".
- C) The 10U and 12U age group will play with the goal height of 10' and free throw line at 13'6".
- D) The 6U age group boundary line will be black under the goal area and blue on the opposite side.
- E) The 8U, 10U and 12U age group boundary line will be black all the way around.

3. Ball Size

- A) The 6U age group will use a junior size basketball.
- B) The 8U, 10U and 12U age groups will use the official women's size basketballs.

4. Lane Violations

- A) The 6U age group will have no lane violations.
- B) The 8U, 10U and 12U age groups will have five (5) second lane violations.

5. Full Court Defense

- A) The 6U age group may not play full court defense at any time.
- B) The 8U, 10U and 12U age groups may play full court defense during the last minute of each half and during any overtime periods.
- C) If a team is ahead by fifteen (15) or more points, full court defense will not be allowed.

6. Playing Time

- A) Every player shall play in each game (provided they have been to team practices).
- B) All coaches will play substitutes the first three (3) minutes of the second and third quarters. A substitute is considered to be any player who did not start the game.

7. General Rules

- A) Teams will have a five (5) minute warm up before each game.
- B) There will be one (1) minute between quarters.
- C) A five (5) minute half time will be observed.
- D) Each team will be given two (2) time outs per half.
- E) A jump ball will begin each game with alternating possessions each jump ball (tie) thereafter.
- F) If a basket is shot on the opposing team's goal, the points will be awarded to the opposing team.
- G) Players will foul out of the game upon receiving their 5th personal foul in all age groups.
- H) Players will be removed from the game upon receiving 2 technical fouls in all age groups.
- I) Penalty for all technical fouls: Two free throws awarded to the offended team with the ball put back in play at the point of interruption. Any player receiving two technical fouls during a game, regardless of the foul type, will be ejected from the game.

8. Coaches Responsibilities

- A) Coaches are required to dress and conduct themselves in a professional manner, setting good sportsmanship examples for the young athletes.
- B) Coaches are responsible for their players during practice and games.

- C) Coaches are responsible for the conduct of the spectators of their team.
- D) Coaches are responsible for contacting their players concerning practices and games.

9. Ejections/Suspensions

- A) Any player/coach/spectator removed/ejected from a game for any reason must leave the facility immediately.
- B) Ejected coaches/players/spectators will be suspended for a minimum of two games and may not attend any practices during their suspension. If an ejection occurs during the first game of a double header the suspension will be served immediately.

10. Coaches Notes

- A) Each team will be given 2 practice balls to warm-up with before the game and during halftime. Please return the balls to staff after the pre-game warm-up and halftime.
- B) Coaches need to check-in the players that are present at the start of each game.
- C) Coaches must have substitute players report to the scorers table and wait for the referees to call them into the game.
- D) If calling a timeout please get the attention of the referee. The scorekeepers cannot award a timeout.
- E) During the 6U games when we are only using half of the gym, no one will be allowed to practice or play on the other side of the gym.
- F) Make sure that players not on the court/in the stands are not bouncing any balls as it is a distraction.
- G) Please make sure that players are not wearing any jewelry, hair beads or clips and are not chewing any gum.
- H) Only the coach and assistant coach will be allowed to be on the sidelines. All parents need to be in the stands and off of the court area. For the 6U age group one coach may be on the court to assist with the flow of the game.
- I) Please make sure that you sit on the bench opposite of the side of the court you begin warming up on.

11. Conduct Discipline

- A) Any player, coach, parent, spectator ejected from any league game will be suspended for a minimum of two (2) league games.
- B) Players, coaches, parents, spectators and managers who have been ejected/suspended must leave the complex.
- C) Each team manager will be held responsible for the conduct of his/her fans/spectators.
- D) Suspensions will carry over from season to season. Example: a player suspended for the final two games of one season will also be suspended for the first game of the next season.
- E) Verbal or Physical violence, especially attacks on a game or tournament official/staff member immediately before, during, or after a game or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league play or indefinite suspension in all league play, subject to an annual review if requested.
- F) The officials and staff have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to: profanity, threats of any kind, fighting (before, during, or after the game), any intoxicated condition detected by the referee before or during the game, or any flagrant foul as determined by the referee.