

PEACH COUNTY PARKS & RECREATION DEPARTMENT
YOUTH BASKETBALL RULES
6-7-8 League

- I. All play will be governed by Georgia High School Rules with the exception of:

Length of Game

1. Coin toss will determine who gets ball to begin game. Possession arrow will be used remainder of game for jump balls and to begin each quarter.
2. Games will be comprised of four 8 minute quarters. The clock will be a running clock the 1st and 3rd quarters. During the 2nd and 4th quarters the clock will run except the last two minutes of each quarter when regulation rules will exist.
3. If game is tied at the end of regulation play, each team will get two (2) free throws by the team member chosen by their coach. If still tied after the free throws, game will end in tie. No overtime play.

Time-outs

1. Each team will be allowed three time-outs per contest. Time-outs are 30 seconds.
2. An additional time-out will be allowed during overtime. If time-outs remain from regulation they may be carried into overtime.

Substitution

1. All players must play two full quarters during ball game. A player pulled out or sent in during a quarter will NOT get credit for that quarter. Failure of coach to play a child that required time will result in a forfeit. Players arriving after their game has started are required to play at least one quarter.

Team Rosters

1. A team roster is to be turned in to scorekeeper before the game by the team coach. Roster must have first and last name and uniform number. Duplicate numbers are not allowed. (Refer to Rule #17.)
2. An absent player will be noted in the scorebook before the game by the team coach.

II. League Rules

1. Team must have 5 players to start game. Four or less players will result in a forfeit. Ten minute grace period allowed on the first game of the night only. Second and third scheduled games - game time is forfeit time.
2. Coaches have the right, for disciplinary reasons, not to play a player: He must, however, inform the opposing coach, scorekeeper, and gym supervisor prior to game time.
3. A coach may not dismiss, for any reason, a player without consulting the Recreation Department.
4. Any player, coach, or spectator receiving two technical fouls in one game will be suspended for the remainder of the game and next scheduled game. This includes gym attendance. After the first technical foul received, a coach must remain seated on the bench for the remainder of the ballgame, except for time-outs or in between quarters. If a coach or player is suspended, he/she must leave the gym immediately. On third technical foul of the season, he/she will be suspended for the remainder of the season. The only exception to this rule is that a player may stay in the gym for the remainder of the game if he/she does not have a ride.

5. Profanity by any player, coach, or fan will result in technical foul and automatic ejection from game and suspension from following game. Second offense will result in suspension for remainder of the season.
6. Fighting will result in technical foul and suspension for remainder of the season.
7. NO taunting, show-boating, or talking to opponents at any time before, during, or after game. Player will receive one warning. Second offense will result in technical foul and suspension from rest of game.
8. THERE WILL BE NO PROTEST. The referee's decisions are FINAL.
9. Offensive team is allowed 5 seconds in lane.
10. 6-7-8 will have a fall-back rule. When ball changes possession, defensive team must fall back inside the free throw lane(line up in a zone defense. If the team comes out of free throw lane before ball crosses half court, team will receive two warnings. Third violation, one shot technical foul. After third violation, two shot technical foul. These fouls will be charged to the team. Once ball crosses half-court, defensive team can move out to ball. The official will stop action until defense is set. The ball cannot cross the half-court line until the official starts the action again. **DEFENSE CAN MOVE OUT OF LANE ONCE BALL CROSSES HALF-COURT LINE EITHER BY DRIBBLE OR PASS. DEFENSE CAN MOVE OUT TO INTERCEPT LONG PASS. BALL DOES NOT HAVE TO BE TOUCHED BY ANYONE ONCE IT CROSSES HALF-COURT. NO ONE HAS TO HAVE POSSESION OF BALL. (EXAMPLE: BALL CAN ROLL ACROSS AND DEFENSE CAN MOVE OUT OF BOX TO GO FOR BALL.)**
11. Walking, double dribbling will not be called in back court. Once ball handler crosses half-court, walking or double dribbling will not be allowed. Walking, double dribbling are violations and will be called according to Georgia High School rules.
12. Ten second count will begin in back court when official tells player to start his/her dribble or ball is inbounded. In the last 10 seconds or less of the game, clock will not start until the ball comes across half-court.
13. On Offensive side, Defense must allow offense to put ball in play. Ball will not be inbounded on the base line, but will be inbounded on nearest side line. On side lines, defense must fall back behind three point line.
14. Free throws to be shot from front of circle or specified mark.
15. Head and Assistant Coach must remain in coaches box while game is in progress. Failure to do so could result in technical foul. Players must stay on team bench. Only the head coach can stand.
16. Uniform shirts cannot be altered in any way. If jerseys are altered, player cannot play remainder of the season unless the shirt is replaced at player's expense. Shirts must be tucked in and shorts will be pulled up to waist line. Players will receive one warning, then technical foul, then ejection.
17. Shirts issued in the current season only are allowed. Example: If a player owns a team shirt from a previous season, it may not be used in the current season.
18. No jewelry of any kind allowed (earrings, chains, bracelets, etc. No hair accessories allowed except cloth or elastic (no metal, plastic, etc.) Also, no sweat bands or do-rags.
19. All players not registered after team drafts will go on the waiting list for assignment. There will be no additions to team rosters after 65% of games have been played in any league.