

PEACH COUNTY PARKS & RECREATION DEPARTMENT
YOUTH BASKETBALL RULES
9-11 League

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

Length of Game

1. Game will begin with jump ball. Possession arrow will be used remainder of game for jump balls and to begin each quarter. 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. 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 quarter 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 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.
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 3 seconds in lane.
 10. Regulation free throw line.
 11. 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.
 12. 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.
 13. 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.
 14. No jewelry of any kind allowed (earrings, chains, bracelets, etc. No hair accessories allowed (sweat band, do-rags, etc.).
 15. 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.
 16. Teams with a 20 point or more lead cannot full-court press and must drop back to their half of the court of the goal they are defending. Technical Foul if players do not abide by this rule.