



LCPR – YOUTH BASKETBALL RULES



Games will be officiated under the GRPA rules, then GHSA rules, with the following exceptions:

7-8 Year Old Age Group:

1. Goal will be at 8 ½ ft.
2. Free throw line will be at 12 ft.
3. Bottom block will be used during free throws.
4. Score will be kept
5. Each quarter will consist of 8 minutes running clock, stopping for free throws and time-outs only. Official regulation clock will be enforced in the last minute of the 2nd and 4th quarters.
6. No full court press

9-10 Year Old Age Group:

1. Goal will be at 8 ½ ft.
2. Free throw line will be regulation
3. Each quarter will consist of 8 minutes running clock, stopping for free throws and time-outs only. Official regulation clock will be enforced in the last minute of the 2nd and 4th quarters.
4. Full court press can be used unless mercy rule is in effect or a team is up by 20 or more points at any point during the game. If the losing team gets within 10 points, the game will return to normal.

11-12 & 13-14 Year Old Age Groups:

1. Teams will play with standard court dimensions and scoring.
2. 12U and 14U Boys will use a men's ball.
3. Each quarter will consist of 8 minutes running clock, stopping for free throws and time-outs only. Official regulation clock will be enforced in the last minute of the 2nd and 4th quarters.
4. Full court press can be used unless mercy rule is in effect or a team is up by 20 or more points at any point during the game. If the losing team gets within 10 points, the game will return to normal.

The following will be in effect for all age groups:

1. Games will start with a jump ball and will consist of 4 quarters. All teams will have 10 minutes for warm-up and 5 minutes at half-time (time permitting).
2. A team may start with four (4) players. Any team below four (4) players constitutes a forfeit.
3. Each player on the team must play the equivalent of one (1) full quarter of every game. This is to ensure that all players receive quality playing time and that coaches are given more flexibility in the use of their players.
 - a. In the event of a late player, injury, or a player fouls out, the minimum play time requirement may be suspended or amended.
4. There will be 2 time-outs per half, consisting of one 30-second time-out and one 1-minute time-out. Time-outs not used in the first half **cannot** be carried over into the second half.
5. Overtime consists of one 3-minute running clock quarter, if needed;
 - a. Followed by a 2-minute running clock quarter (clock will stop in last minute of both).
 - b. Then sudden death, which means that the first team to score wins the game.
 - c. All Overtimes will begin with a jump ball.
 - d. Coaches will get one 30-second time-out per overtime.
6. The penalty for coaches who violate park rules is a two (2) game suspension.
7. There are no protests.
8. Mercy Rule: If a team is ahead by 20 or more points in the 4th quarter, clock will not stop for any reason, except an injury or a time-out called by the losing team. The winning team will not be allowed to call a time-out. If the losing team gets within 10 points, the game will return to normal.
9. Two unexcused absences from practice may result in the suspension of one game. Park will decide if the absence is excused or not.



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10. If a youth sports player is not present before the start of his/her game, the coach will add him/her to the bottom of the lineup/roster and will only be required to play him/her one-half of the mandatory minimum.
11. All players, coaches, parents, and spectators should be familiar with the Park Rules, GRPA Rules, Playing Rules, Zero Tolerance Policy, and Parent Code of Ethics for all sports and activities in which they participate. Violations of any rules, policies, or code of ethics could result in ejection, fine, suspension, or any combination of the three.

CHAMPIONSHIP IS DETERMINED BY THE FOLLOWING:

1. Overall season record.
2. Head-to-Head competition.
3. Points Allowed.
4. Coin Flip – Both coaches must have the opportunity to be present.
5. In the event of a 3-way tie, the above will be used to determine the highest seed. After the three (3) way tie break, it will go revert back to head to head to determine the next two (2) seeds



GRPA Basketball Rules:

Youth Coaches:

1. Any coach ejected from a game for unsportsmanlike conduct will be suspended for one game, in addition to the game from which ejected; or, in the case of an individual event within a meet or match, for the duration of that event.

Special Provisions:

1. A team must have at least four players in all divisions to start a game. A team can continue with four players except in case of an ejection.
2. Basketball Free Throw:
 - a. In both girls and boys ages 10 and under and 12 and under, the lane assignments are the same.
 - b. In age groups 10 and under and up, the bottom block will be left open.
3. No more than 3 coaches or non-players are allowed on team bench.

Approved Equipment:

1. Shoes shall be smooth and soft-soled for athletic use.
2. Approved Basketballs:
 - a. For the 7-8 division (boys and girls), 10 and under division (boys and girls), 12 and under girls division and all female divisions, the basketball must be the adopted GHSA ladies' ball (285 or 28.5) size and weight. All others will be the men's ball (295 or 29.5)
 - b. It may be synthetic or leather.
 - c. Teams are responsible for their own warm-up balls.
3. Mandatory uniforms shall be matching jerseys with factory type legal numbers only on front and back described in the Georgia High School Association Rule Book.
4. Legal numbers consist of:
 - a. 0 and 00, 1-5, 10-15, 20-25, 30-35, 40-45, and 50-55