



2023 YOUTH BASKETBALL RULES

Governing Rules:

1. The National Federation of High School (NFHS), South Carolina Athletic Programs (SCAP), along with North Augusta Parks, Recreation & Tourism (NAPRT) rules shall govern all games.
2. NAPRT will rule on any discrepancy found between these rules.

Age Control Dates & League Breakdowns (Ball size, goal height, lane violations)

1. Basketball - Age on or before September 1, 2022

Recreation Leagues:

KinderHoopers (4-5 Years Old Coed) – Size 5 Ball (27.5”) - Goal Height 8’6”

Recreation Boys 1st & 2nd Grade – Size 5 Ball (27.5”) - Goal Height 8’6” – Free Throws 10’ – Lane Violation 5 Seconds

Recreation Boys 3rd & 4th Grade – Size 5 Ball (27.5”) - Goal Height 8’6” – Free Throws 12’ – Lane Violation 5 Seconds

Recreation Boys 5th & 6th Grade – Size 6 Ball (28.5”) - Goal Height 10’ – Free Throws 15’ – Lane Violation 5 Seconds

Competitive Leagues:

Boys 1st & 2nd Grade – Size 5 Ball (27.5”) – Goal Height 8’6” – Free Throws 10’ – Lane Violation 5 Seconds

Boys 3rd & 4th Grade – Size 6 Ball (28.5”) - Goal Height 10’ – Free Throws 12’ – Lane Violation 5 Seconds

Boys 5th & 6th Grade – Size 6 Ball (28.5”) – Goal Height 10’ – Free Throws 15’ – Lane Violation 3 Seconds

Boys 7th & 8th Grade – Size 6 Ball (28.5”) – Goal Height 10’ – Free Throws 15’ – Lane Violation 3 Seconds

Senior Boys – Grades 9th – 12th – Size 7 Ball (29.5”) – Goal Height 10’ – Free Throws 15’ – Lane Violation 3 Seconds

Girls 1st & 2nd Grade – Size 5 Ball (27.5”) – Goal Height 8’6” – Free Throw Distance 10’ – Lane Violation 5 Seconds

Girls 3rd & 4th Grade – Size 5 Ball (27.5”) – Goal Height 8’6” – Free Throw Distance 10’ – Lane Violation 5 Seconds

Girls 5th - 7th Grade – Size 6 (28.5”) – Goal Height 10’ – Free Throw Distance 15’ – Lane Violation 5 Seconds

Coaches:

All head coaches and assistant coaches shall be volunteers and must complete a Volunteer Application and be approved through a national background check. Head coaches will be allowed up to two (2) assistants. Only ONE coach will be allowed to be standing during a game.

Coaches will agree to ensure that all rules, regulations and policies of the league are followed. All head coaches will be required to pick their child in the drafting procedure as detailed by department staff. Selection of any assistant coaches shall be carried out by the head coach, after the conclusion of the draft.

Practices:

Practice times will be booked through a member of the athletics staff only! Practice sessions are limited to one (1) hour and fifteen (15) minutes from the scheduled start time.

Uniforms:

1. Players are provided a jersey and a team photo.
2. Jerseys will include a sponsor's name and a jersey number on the front and back of each side (colored & white). Jerseys should not be altered in any way. Any jersey with a nickname, cut sleeves, or any other alteration will not be allowed. **NO PLAYER MAY PARTICIPATE WITHOUT THE PROPER JERSEY!**
3. Players are not allowed to wear jewelry (watches, necklaces, bracelets, dangling earrings, hair beads, hair bows with hard plastic), unless approved by NAPRT. Stud earrings will be allowed but must be covered with tape and/or a bandage, taped prior to the game.

Equipment:

Warm up and game balls will be provided. No other balls will be allowed in the Activities Center. **NO EXCEPTIONS!** Teams will be provided four (4) balls per practice slot.

Length of Season:

The regular season will consist of no less than eight (8) games and not more than ten (10) games. The Roundball Classic is an end-of-season single elimination tournament for all competitive leagues, including the senior boys and all girls divisions.

Length of Games:

All games will consist of four (4), eight (8) minute quarters. The clock will run continuously except during free throws, timeouts, injury substitutions and mandatory substitutions at the proper point of interruption. The clock will be regulation time for the last minute of each quarter, stopping on each blown whistle. Half time intermission allowance will be five (5) minutes.

Overtime periods are as follows:

1. Girls and competitive leagues will play a three minute overtime period. In case of a tie after this first overtime, sudden victory will determine a winner. Sudden victory will be a jump ball, with the first team scoring declared the winner.

No games will be postponed, cancelled or rescheduled due to extracurricular activities or functions.

Starting the Game:

1. The HOME team will sit corresponding to the scoreboard and in alignment with the scorer's table.
2. All teams must have a minimum of five (5) players, at game time, to start a game, with exceptions listed below. Less than that will constitute a forfeit. ***In tournament play, any less than the normal amount of players, will constitute a forfeit.***
3. The starting five (5) players will check in at the scorer's table for their jersey numbers to be recorded.
4. A jump ball will start all league games.

*Boys recreation leagues, girls leagues and boys competitive 1st & 2nd grade league will be allowed to start a game and play with a minimum of four (4) players. The opposing team does not have to reduce down a player, in this circumstance. Thus, a game can be played five players vs. four players. Players must remain with their own team.

Score:

The score will be kept on the scoreboard for all divisions except in the boys and girls 1st & 2nd grade leagues and the KinderHoopers league.

In all recreation leagues, no player can score more than ten (10) points per game. Every point a player scores, over ten, will not count and will be the other team's ball.

Postponements/Cancellations:

In case of inclement weather (sleet/snow), coaches will be notified as soon as games are cancelled. If the first scheduled game of the night is cancelled, all other games scheduled for that night will be cancelled as well. All cancelled games will be rescheduled, as necessary.

No games will be postponed or rescheduled as a result of any extracurricular activities.

Referees & Scorekeepers:

All referees and scorekeepers are to be treated with respect and dignity and appreciated for the job they do. Most do it for the love of the game, and the kids, and are a vital part of making our leagues successful. Verbal or physical abuse of them will not be tolerated.

Sportsmanship & Ejections:

NAPRT promotes sportsmanship and a safe, fun, learning experience for all participants in our league. Therefore, good sportsmanship is expected at all times by all players, coaches, and spectators. Foul or abusive language of any kind will not be tolerated. Chanting and cheering will only be allowed if it is directed to the players of your own team. At no time will derogatory comments toward opposing team members or coaches be allowed.

Any coach or player ejected from a game must leave the gym immediately and will be suspended for the next game their team plays. NAPRT reserves the right to enact an additional game suspension, expulsion from the league, or further warranted punishment, if violation(s) were malicious or flagrant.

Any second ejection will result in expulsion from the league.

Anyone touching an official, staff member, coach, or participant, in anger or in a threatening manner, will be banned from the program and the facility.

Players are not allowed to switch teams once they are assigned to a team.

Blood Rule:

A player or coach who is bleeding, or has blood on their uniform, shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time (determined by the referee), the player will not have to leave the game. Uniform rule violations will not be enforced if a change is required. The referee shall a) stop the game and allow treatment if the injured player would affect the continuation of the game; b) immediately call a coach, trainer or other authorized person to the injured player; c) apply the rules of the game regarding substitutions, if necessary.

Participation Policy:

All athletic programs for youth offered through NAPRT are governed by a participation policy which states all team members must be allowed to actively participate a designated amount of time each game. Parents who experience problems with coaches not abiding by this policy are asked to notify NAPRT. Each coach is responsible for making sure these policies are adhered to.

Games & Awards:

Each league will play a minimum of ten games. Competitive leagues will also participate in the season ending Roundball Classic. Individual awards will be given to the winner of each league, with the exception of the girls and boys 1st and 2nd grade leagues and the KinderHoopers. Additional awards will be presented to the winner of each division of the Roundball Classic tournament. Medallions will be given to 1st & 2nd grade and KinderHoopers leagues.

In case of a tie between two teams in the same division at the end of the regular season, the first tie-breaker will be based on head-to-head basis. The team with the most head-to-head wins between the two teams will be declared the champion. If teams are equal in head-to-head competition, a one game playoff will be scheduled by the athletic staff to determine the champion. For immediate seeding purposes, points allowed and points scored, in head-to-head competition, will be tallied.

In case of a tie for first place between three teams, seeding will be determined by NAPRT staff.

Substitution Policy:

All players must play at least half of the first, second and third quarters. In the fourth quarter, boys competitive leagues and girls 3rd & 4th and 5th and 6th must play half of the first four minutes. The final four minutes in the fourth quarter will be free substitution. All boys recreation leagues and girls 1st & 2nd league players will play half of the first six minutes in the fourth quarter with free substitution the last two minutes. When subs are entered, this is declared a :30 second timeout. Exception: Senior Boys will have free subs the entire fourth (4th) quarter. **All subs must check in at the scorer's table!**

In the event a player has three personal fouls in the first half, coaches will be allowed to sub for that player. However, if they are in foul trouble during the second half, they will have to remain in the game to satisfy the mandatory playing requirements.

Timeouts:

Each team will be allotted one full timeout per half. In case of overtime, each team will be given an additional full timeout per overtime period.

Free Throw Violations:

Violations for crossing the free throw line (shooter) and lane entry violations (players on the block), during a free throw, will be enforced in all leagues. Shooter must wait until ball hits the rim. All others can enter lane upon release.

Teams will shoot a one and one free throw on the seventh foul. The double bonus (two shots) will begin on the tenth team foul.

Full Court Press:

Boys:

1. 1st & 2nd grade competitive leagues: Allowed during the last two (2) minutes of the game and during overtime.
 - a. During the first three quarters, when the defense gains complete control of a rebound, the former offensive teams must retreat.
 - b. Any fast breaks using a long pass may be intercepted only after the ball has crossed the opposing teams "no press line". The "no press line" is noted as the line between the top of the key and half court.
 - c. Once the ball has crossed the no press line, the defense may defend the entire front court.
 - d. The offensive team will have fifteen (15) seconds to cross the "no press line".

- e. During the last two (2) minutes of the game and during overtime, the team will have ten (10) seconds to cross the line.
 - f. NO PRESSING will be allowed if a team is twenty (20) points ahead!
 - g. If a team illegally presses, they will be given three (3) warnings. After the third, a foul will be called resulting in two (2) free throws and retention of the ball. All warnings will be recorded in scorebook.
2. 3rd & 4th grade competitive league: Allowed the last four minutes of the fourth quarter and during overtime.
 - a. During the first three quarters, when the defense gains complete control of a rebound, the former offensive teams must retreat.
 - b. Any fast breaks using a long pass may be intercepted only after the ball has crossed the opposing teams “no press line”. The “no press line” is noted as the midcourt stripe.
 - c. Once the ball has crossed the no press line, the defense may defend the entire front court.
 - d. The offensive team will have fifteen (15) seconds to cross the “no press line”.
 - e. During the last two (2) minutes of the game and during overtime, the team will have ten (10) seconds to cross the line.
 - f. NO PRESSING will be allowed if a team is twenty (20) points ahead!
 - g. If a team illegally presses, they will be given three (3) warnings. After the third, a foul will be called resulting in two (2) free throws and retention of the ball. All warnings will be recorded in scorebook.
 3. 5th & 6th grade competitive league: Allowed the last four minutes of the fourth quarter and during overtime.
 - a. During the first three quarters, when the defense gains complete control of a rebound, the former offensive teams must retreat.
 - b. Any fast breaks using a long pass may be intercepted after it crosses the midcourt stripe.
 - c. If a team illegally presses, they will be given three (3) warnings. After the third, a foul will be called resulting in two (2) free throws and retention of the ball. All warnings will be recorded in scorebook.
 - d. NO PRESSING will be allowed if a team is twenty (20) points ahead!
 4. 7th & 8th grade competitive league: Allowed in the second half and during overtime.
 - a. During the first half, when the defense gains complete control of a rebound, the former offensive teams must retreat.
 - b. Any fast breaks using a long pass may be intercepted only after the ball has crossed the opposing teams “no press line”. The “no press line” is noted as the line between the top of the key and half court.
 - c. If a team illegally presses, they will be given three (3) warnings. After the third, a foul will be called resulting in two (2) free throws and retention of the ball. All warnings will be recorded in the scorebook.
 - d. NO PRESSING will be allowed if a team is twenty (20) points ahead!
 5. Senior Boys: Full court pressing will be allowed the entire game.
 - a. NO PRESSING will be allowed if a team is twenty (20) points ahead!

Girls:

1. 1st & 2nd grade: NO PRESSING at any time. Defense will not be allowed to pressure the ball outside the three-point line.
2. 3rd & 4th grade: Allowed in the last two (2) minutes of the game and during overtime.
 - a. When the defense gains complete control of a rebound, the former offensive team must retreat to their goal.
 - b. Any fast break attempt using a long pass may be intercepted only after it has crossed half court.
 - c. Defense must be played behind the half court line the ENTIRE GAME.

- d. Teams will have ten (10) seconds to cross the half court line.
 - e. NO PRESSING will be allowed if a team is twenty (20) points ahead! Defense must also be played inside the three point line.
3. 5th & 6th grade: Allowed in the last four (4) minutes of the game and during overtime,.
- a. During the first three quarters, when the defense gains complete control of a rebound, the former offensive teams must retreat.
 - b. Any fast breaks using a long pass may be intercepted only after the ball has crossed the half court line.
 - c. If a team illegally presses, they will be given three (3) warnings. After the third, a foul will be called resulting in two (2) free throws and retention of the ball. Warnings will be recorded in the scorebook.
 - d. NO PRESSING will be allowed if a team is twenty (20) points ahead! Defense must also be played inside the three point line.



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North Augusta Parks, Recreation & Tourism

Visit our website:

www.northaugustasc.gov

Thank you for your participation!

***Registration for spring sports will be held February 1 – 20
(Baseball, Soccer & Softball)***