



City of Anderson Parks & Recreation  
Youth Basketball Rules for 10 & Under Boys and Girls  
12 & Under Boys and Girls

1. The age of a child on September 1, 2011 will determine the age in which they will participate.
2. *CURRENT NATIONAL FEDERATION OF HIGH SCHOOLS RULES WILL APPLY EXCEPT AS MODIFIED BELOW.*
3. Each player is required to play equal to one quarter per game. Time sheets will be filled out each game by the game table and a team representative. The game table will be the official time sheet. Not following this rule could result in a forfeit.

**EXCEPTION: If a player(s) has missed practices for unexcused reasons: then the player & their parents must be notified at least a day in advance before the game, that they are being disciplined. Before the game, the officials must be notified of any disciplinary action and it must be documented in the scorebook by the scorekeeper. Excused absence should be for a school event, illness, a death in the family, or an uncontrollable emergency.**

4. At least 10 minutes before the scheduled starting time, each team should turn in their line-up to the scorer's table. Please include: team name, 1<sup>st</sup> and last player's names and jersey numbers. Please also indicate your starting 5.
5. Each game will consist of 4 periods @6 minutes each. The clock will stop on all dead ball situations including free throws and time-outs.  
**HALF-TIME WILL BE 3 MINUTES FOR EACH LEAGUE.**
6. Each team will be allowed 3 full time-outs and 2 thirty second time-outs per game. 2<sup>nd</sup> half time-outs can be carried over to the overtime period where an additional time-out will be granted.
7. Game time is forfeit time; however a team short of players may use their time-outs at the start of the game. After all the time-outs are used and a team is still short, then the game is a forfeit.
8. NO FULL COURT PRESS will be allowed, if a team is leading by 10 or more points. 20 or more points lead the team leading must drop inside the 3-point line. **ANY TEAM VIOLATING THIS RULE WILL BE GIVEN A WARNING; AFTERWARDS WILL RESULT IN A TECHNICAL FOUL. (2 FOUL SHOTS AND THE BALL OUT OF BOUNDS AT HALF-COURT.)**

9. No player will be allowed to participate in the league that is on an official middle school, JV or Varsity roster.
- 9-A. The 10 & Under boys, 10 & Under girls, 12 & Under boys, 12 & Under Girls and 14 & Under girls will use a 28.5" compact size basketball.
- 9-B. The 14 & Under boys will use a 29.5" or 30" regulation size basketball.

**10. 20 point lead or more the clock will not stop except only on time-outs.** A period may be shortened in an emergency, or any time, by mutual agreement between the opposing coaches and referees.

11. 7 team fouls constitute a 1 and 1 free throw situation. On the 10<sup>th</sup> team foul a 2 shot free throw penalty begins.
12. Whenever a game is interrupted because of an event beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption, unless the teams agree to terminate the game with the existing score.
13. The referee(s) or gym supervisor shall have the right to forfeit the game if a team refuses to play after being instructed to do so. They may also forfeit a game if any player, squad member, bench personnel, or coach fails to comply with any technical foul penalty or repeatedly commits technical foul infractions or other acts which may make a travesty of the game. If the team to which the game is forfeited to is ahead, the score at the time of forfeiture shall stand. If the team is not ahead, the score shall be recorded as 2-0 in its favor.
14. Any player or coach receiving 2 technical fouls during the same game will be ejected from that game and suspended for the next 2 games. Each coach is responsible for his team's actions on and off the court; including team personnel on the bench or at the scorer's table. Proper disciplinary action will be taken against any coach and/or player that is responsible for unnecessary conduct. NOTE: A player or coach dismissed from 2 ballgames will automatically be suspended for the rest of the season. Depending on the severity of their nature will determine if a coach or player will be allowed back in the league the following season.
15. **FIGHTING will not be tolerated.** Anyone caught fighting on Rec. Center and/or Westside Community property or a game out of town will be suspended for at least 2 games or season. These games must be the next 2 games scheduled for their team. The player must come dressed and sit on the bench. If a player misses or does not show up for the next game; the suspension will carry over until the player shows up. Suspensions can carry over into more than 1 season.

16. All players must behave themselves properly at all times in the gym or balcony areas. Running around or through the court will not be tolerated. No horseplay inside or outside the Gyms. No profanity or vulgar talk allowed at anytime. Anyone violating this rule will be given a warning; then will be suspended for one game. Carry over rule will still be in effect.
17. Anyone suspended with less than 2 games remaining will sit out the last game and the suspension will carry over to the following year.
18. A player who is bleeding, or has an open wound, or has an excessive amount of blood on their uniform shall be directed to leave the game until they are taken care of.
19. All shirts must be tucked in at all times. All shorts must be worn around the waist in a proper manner. No shorts will be worn that the underwear is shown above the short's waistline. Anyone that does not follow this rule will receive a warning, 2<sup>nd</sup> offense a technical foul, 3<sup>rd</sup> offense ejection from the game.
20. The referee shall not permit any player to wear equipment; which, in his or her judgment, is dangerous or confusing to other players or is not appropriate.
21. No jewelry shall be worn during the game (watches, earrings, necklaces, beads in the hair etc.)
22. No field goal tries with 3/10 second or less on the clock.
23. **Each team is allowed a Head Coach and two Assistants. The head coach or acting head coach may be off the bench in front of his or her seat within the confines of the designated coach's box to give instructions to his or her players and/or substitutes. No assistant coach or players or other bench personnel may stand at anytime during the game unless spontaneously reacting to an outstanding play by a member of their team or acknowledge a replaced player(s) but must return to their seat. The only other instance is a specified emergency that is made aware of having to leave the bench.**
24. In the event of a game being tied at the end of regulation, there will be an overtime of 3 minutes. A jump ball will start the overtime period. If the game is still tied after the overtime, then there will be sudden death period. The first team to score during the sudden death period will be the winner. A jump ball will also start the sudden death period.

Any other rules will fall back to the high school league rules.

All other rules not defined in these rules and high school league will be under the discretion of the officials calling that particular game.

***Parents must also conduct themselves in a sportsmanship manner. Regardless of the game or outcome of the game; the parents must set an example of good sportsmanship. Parents cannot be Violent towards the officials or come out on the court. This could result in the parents being escorted out of the building or having a trespassing notice against them.***

THERE WILL BE ADMISSION CHARGES TO THE REGULAR SEASON TOURNAMENT AND THE ALL STAR TOURNAMENT. EACH FACILITY WILL HAVE A POLICY CONCERNING FOOD AND BEVERAGES. PLEASE FOLLOW THEIR RULES AND REGULATIONS.

Only protests acceptable are ones of player eligibility and participation. All protests must be written up and turned in along with a \$25 forfeit fee to the Anderson Recreation Department by 12n the next business day.