

Game Length
Games will consist of 4 eight minute quarters. The clock will only stop on the referee whistles, extended delays & at the four minute mark of each quarter to allow for substitutions (Substitutions are not a time-out, get your players in & out). The team with possession of the ball at the four minute mark of each quarter will retain possession of the ball when play continues. If the end of a period comes during a shooting foul situation, the free throws will be attempted with the rebound determining possession. The start of each new quarter will be determined by the possession arrow. A five minute break will occur at the half of each game if actual time allows. Games without overtime should end at least 10 minutes before the top of the hour. Depending upon completion of previous game, warm up time may be minimal.
Play Clock
A continuous play clock will be used with the clock stopping for the following: injury, official's time out, personal fouls, and time outs. On a non-shooting foul, the clock will resume when the ball is put into play. On a shooting foul, the clock will resume with rim contact of the first attempt (1 and 1) or second attempt (2 shots). Also, the clock will stop on all whistles during the last minute of each half.
Overtime
Teams tied at the end of regulation can play 1 additional four minute quarter if started at least 5 minutes before top of the hour. Games will end in a tie if there is less than 5 minutes before the top of the hour. Substitutions will be allowed at the two minute mark of overtime (Substitutions are not a time-out, get your players in & out). In overtime, the first team to score a point will win. If no team scores in the additional four minute overtime, games will end with a tie.
Time-outs
2 time-outs are permitted per game. 1 additional time-out per team if game goes to overtime.
Team Shirts
Players must wear team shirts in order to play.
Jewelry
No watches or jewelry of any kind will be allowed on the court.
of Players
A team must have 5 players to start the game but may finish with less than 5 in the event of an ejection, foul outs, injuries, etc. A forfeit will occur after five minutes past the designated start time if a team does not have the minimum number of players to start a league game. Coaches may elect to play the game but the forfeit stands for determination of league standings. In the event of one team playing with less than 5 players, coaches will decide if they want to match up with the same number of players for the remaining game.

Player Minutes

Because the intent of this program is one of instruction, an equal play rule will be enforced. No player can play more than 1 four minute period than any other player & a strong effort should be made by coaches to keep all players involved in the offense. Player substitutions (outside of the normal four minute mark of each quarter) are allowed only in the event of an injury, but this partial period does not count towards the replacement player's total number of periods played. A player not present or ready to play at the start of the game must sit the remainder of the eight minute quarter they arrived in. Player may play in the following eight minute quarter provided that player is ready & is entered into the officials score book.

Forfeits

All games will start at the designated time unless otherwise specified by the League Director or the League Representative. A forfeit will occur after five minutes past the designated start time if a team does not have the minimum number of players to start a league game (See # of Players rule for details). Coaches may elect to play the game but the forfeit stands for determination of league standings.

Standings

The league will maintain standings or win/loss records.

Offensive

If one team gains a lead of at least 20 points, that team is required to play half court man-to-man defense only. No zone defense, pressing, trapping, or double-teaming is allowed until the lead is under 15 points.

Technical Fouls

Technical fouls will be assessed by the game officials if needed. A technical foul will result in 2 free throws being awarded & possession of the ball to the opposing team at half court. A coach that experiences a technical foul must remain in his chair or on the bench the remainder of the game. A coach that receives 2 technical fouls will be automatically removed from the game, and he/she will be subject to review by the League Directors.

Referee Calls

All calls or decisions made by the referees during the course of the game are final. Disputes regarding rules interpretation will first be directed to the facility supervisor & then to the League Director. If needed, the League Director will consult with the Board President. Unless otherwise noted in this document, normal "IESA" rules regarding game play will apply.

Coaches

The head coach & the assistance coach(s) will be allowed on the bench during a game. Only the head coach will be allowed to address the officials. The officials reserve the right to remove any coach from the game that does not comply with this rule. It is the responsibility of each coach to see that each team member present for the game is entered into the official scorebook prior to the start of the game. It is the responsibility of each player to register with the official scorer prior to entering the game. The players must report to the scorer at the beginning of each period.

Youth Basketball Rules

GHAA-MYSA-WPD 6th-8th Grade Basketball Rules

Last Update: 11/3/2024

Unless otherwise noted in this document, normal “IESA” rules regarding game play will apply.