

Bunten Road Youth Basketball League 2022-2023 (7-14) Age Division Rules

| | Ages 7-8 (coed) | Ages 9 &10 (coed) | Ages 11-14 (coed) | |
|----------------------|---|--|--|--|
| Ball Size | 28.5" | 28.5" | 29.5" | |
| Basket Height | 8 ft | 8 ft | 10 ft | |
| Game Length | <p>8 minute quarters</p> <p>Running clock except the last minute of the 2nd and 4th quarter or if a timeout is called or an injury occurs. If a team is up by 15 points or more in the last minute of the second half, the clock will only stop for timeouts & injuries until the opposing team gets within 8 points</p> | <p>8 minute quarters</p> <p>Running clock except the last minute of the 2nd and 4th quarter or if a timeout is called or injury occurs. If a team is up by 15 points or more in the last minute of the second half, the clock will only stop for timeouts & injuries until the opposing team gets within 8 points</p> | <p>8 minute quarters</p> <p>Running clock except the last minute of the 2nd and 4th quarter or if a timeout is called or injury occurs. If a team is up by 15 points or more in the last minute of the second half, the clock will only stop for timeouts & injuries until the opposing team gets within 8 points</p> | |
| Overtime | <p style="text-align: center;">2 minutes</p> <p>After 1st overtime – first team to score wins; clock stops last 2 minutes</p> | <p style="text-align: center;">2 minutes</p> <p>Clock stops last minute</p> <p>After 1st overtime – first team to score wins</p> | <p style="text-align: center;">2 minutes</p> <p>Clock stops last minute</p> <p>After 1st overtime – first team to score wins</p> | |
| Defense | ANY | ANY | ANY | |
| Pressing | <p>No backcourt press until the last minute of the 2ND and 4TH QUARTER of each game.</p> <p>NO PRESSING DURING ANY OVERTIME PERIOD.</p> | <p>No backcourt press until the last minute of the 2ND and 4TH QUARTER of each game.</p> <p>NO PRESSING DURING ANY OVERTIME PERIOD.</p> | <p>No backcourt press until the LAST MINUTE OF EACH QUARTER.</p> <p>NO PRESSING DURING ANY OVERTIME PERIOD.</p> | |
| Free Throw | 10ft | 10ft | 15ft | |
| Defense | <p>Defensive players will not be permitted to approach the offensive team's ball carrier until that ball carrier has advanced over the half court line with the ball unless it's during the last minute of the half, regulation, or OT period.</p> <p>THERE IS NOT AN OFFENSIVE 3 SECOND VIOLATION</p> | | <p>Defensive players will not be permitted to approach the offensive team's ball carrier until that ball carrier has advanced over the half court line with the ball unless it's during the last minute of the half, regulation, or OT period.</p> <p>THERE IS AN OFFENSIVE 3 SECOND VIOLATION.</p> | |

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Rule Specification

4.1 Governing Rules

Play will be governed by GHSA rules with the following modifications. It is the coach's responsibility to understand the modifications for their age group.

4.2 Equipment

- 4.2.1 Athletic shoes must be worn by all participants
- 4.2.2 No jewelry will be allowed (Ex: watches, necklaces, etc....) (Earrings are allowed only if covered with band aid)
- 4.2.3 Game balls will be provided by the Parks and Recreation Department

4.3 Fouls, Double Dribbles and Traveling

- 4.3.1 Fouls
 - 4.3.1a Fouls will be called for all age groups as violations occur
- 4.3.2 Double Dribble and traveling violations
 - 4.3.2b Ages 7-10 – Will be called in the following instances:
 - a. Inside the 3 point line when there is a clear advantage
 - b. After player has been warned about committing basic dribbling violation.
 - c. Throughout the season, as player's skills and abilities should be improving.
 - 4.3.2c Ages 11-14 – Violations will be called as they occur

4.4 Defense

- 4.4.1 See rules sheet for age group specific backcourt defense rules
 - 4.4.1a Teams who are up by 15 or more points cannot play defense outside of the half court line. Once the opposing team has gotten within 8 points, any type of defense may be played.
 - 4.41a. i The penalty for any defensive violation will go as follows:
 - a. The first violation will result in a warning. A technical foul will be called on each subsequent violation. The technical foul will be given to the bench, not the player committing the violation.
- 4.4.2 Age groups that are required to play defense behind the half court line may not use the line to delay time.
 - 4.4.2a players must attempt to advance ball or commit acts inside the spectrum of basketball philosophies.
 - 4.4.2b Players who do not attempt to advance the ball will be met with a 5-sec count resulting in a turnover.

4.5 Playing Time

4.5.1 Each player will be required to play a minimum of 16 out of the 32 minutes per game. We trust the coaches to use this honor system with this.

4.6 Coaches

- 4.6.1 Head coaches must remain in the coach's box in front of their bench
 - 4.6.1a Coaches will be warned if they are outside the coach's box unless they are conferring with personnel at the scorer's table.
 - 4.6.1a. i After the warning, a technical foul can be given to the coach per the referees' discretion.
 - 4.6.1b One or two assistant coaches are allowed in the bench area and must remain seated during the game unless the head coach receives a technical foul and is on site. **ALL COACHES MUST HAVE THEIR COACHING LANYARDS ON DURING THE GAMES FOR IDENTIFICATION PURPOSES.**
 - 4.6.1b. **NO OTHER PARENTS OR SIBLINGS are allowed in the bench area during the game.**

4.7 Technical Fouls

- 4.7.1 If a coach receives a technical foul, he or she must remain seated for the remainder of the game.
- 4.7.2 A second technical foul will result in the coach being ejected. Please refer to the 'Coaches Handbook' and the 'Coaches Code of Conduct' section to review the enforcement procedures for a coach breaking the 'Coaches Code of Ethics.'

4.8 Ejections

- 4.8.1 Player: if a player is ejected from a game, they must remain on the sideline with their team under the supervision of their coach.
 - 4.8.1a Any player who is ejected will be suspended a minimum of one game; additional punishment may be given pending review by DPRD staff.
 - 4.8.1b Following the suspension, the player and their parent must meet with DPRD staff before allowed to play in the team's next game.
 - 4.8.1c If a player receives a second ejection, he will be suspended the remainder of the season. An additional penalty may be given pending review by DPRD staff.
- 4.8.2 Coach: if a coach is ejected from a game, they must leave the facility within two (2) minutes.
 - 4.8.2a Any coach who is ejected will be suspended a minimum of one game; additional punishment may be given pending review by DPRD staff. The suspended coach may not participate in any team activities held at Buntun Road Park, including practices and games.
 - 4.8.2b Following the suspension, the coach must meet with the DPRD staff before being allowed to coach in the team's next game.
 - 4.8.2c If a coach receives a second ejection, he/she will be suspended the remainder of the season. An additional penalty may be given pending review by DPRD staff.
- 4.8.3 Ejection Review Process: Within 48 hours of a player or coach being ejected, the Athletic board will initiate a review process to determine if a greater penalty needs to be assessed. The review process for coach and players will consist of:
 - 4.8.3a Gathering written reports and documentation of events that took place from individuals who were involved; this may include the site supervisor, game officials and other players or coaches.
 - 4.8.3b Reviewing if all documentation by DPRD staff to determine the severity of the situation and penalty.
 - 4.8.3c The ejected person will be informed by the Athletic Director of the penalty.

4.8.3d Please refer to the 'Coach's Code of Conduct' section of the Volunteer Coach's Handbook for detailed information regarding the review process for ejections.

4.9 Other Rules

- 4.9.1 If a team in up 15 or more points in the last two (2) minutes of the second half, the clock will only stop for timeouts, and injuries until the opposing team cuts the lead to eight (8) points.
- 4.9.2 Possession arrows will alternate by quarter/half based on who controlled the ball on the tip.
- 4.9.2a 7-10 year old teams will change possession at the quarter following an alternating pattern of jump-balls during the quarter.
- 4.9.2b 11-14 year old teams will change possession at the quarter following an alternating pattern of jump-balls during the quarter.
- 4.9.3 All games use running clock until the last minute of each half (2nd & 4th Qtr)
- 4.3.9a The clock will stop for referee time-outs, injuries, and excessive delays.
- 4.9.3b Inside of the minute of stoppage the clock will stop every time the ball is not in play, excluding a made shot. **There is to be no profanity or taunting by ANY players. First offense will be a warning. Second offense will result in a technical foul.** The referee is to use discretion on this

4.10 Division Standings/Single Elimination Tournament

- 4.10.1 A single elimination tournament will be played at the end of the season.
- 4.10.1a All regular season rules will apply in the tournament
- 4.10.2 Division standings will be determined using the following tiebreakers.
- Head to head
 - Win percentage
 - Points scored
 - Points allowed