

9th – 12th Grade Boys League Rules

1. Coaches are expected to balance playing time while working to involve all players in the offense; every player should get a chance to dribble and shoot in every game. Your goal as a coach should be for every player to score a basket during the season. This should be your measure for success not your win-loss record.
2. Each player must play at least 16 minutes of basketball. 16 minutes is equal to 2 quarters. We play two 16 minute halves in this league.
3. Any style of defense may be used.
4. Full court press may be used at any point in the game. **However if one team is leading by 10 points or more; they may not press and must wait until the ball crosses half court.**
4. Players not in uniform (jersey provided by the city) will not be allowed to play.
5. Players need to wear shorts at the waist. If a player's underwear are visible a conduct T will be issued.
6. Any player that receives a conduct related technical foul the following penalty will be enforced.
 - a) First offense player must sit out for 16 minutes.
 - b) Second offense player must sit out an additional 32 minutes, and will be suspended from league until such player meets with Recreation Director.
7. One on one will be shot on 7th team foul; two shots will be given on 10th team foul per half. Players will foul out on 5th personal foul. Technical fouls will be two shots and the ball.

Youth Basketball Game Time

Game time will consist of two 16 minute quarters with the clock running straight through for the first 15 minutes of each half. The clock will stop the last minute of half on each violation.

If a team has a lead that is 15 points or more the clock will not stop on foul shots or other violations. Time outs are limited to one minute each. Teams will get two time outs each half.

If the score is tied at the end of regulation time, three minute overtime will be played. If the score is still tied at the end of the overtime, Teams will play sudden death, where the first team to score is the winner.