

CARROLL COUNTY PARKS & RECREATION DEPARTMENT
www.carrollcountyrec.com

**12 & UNDER, 14 & UNDER BOYS AND GIRLS
BASKETBALL RULES 2007 - 2008**

All communities entered in this league are expected to give their coaches these rules. Each community is expected to play by these rules and these rules only! Each community should go over these rules with their game officials and must follow these rules while officiating.

NOTE: Any player who made a school team and is listed in an official scorebook for that team is not eligible for a recreation team. To become eligible for a recreation team a player must quit the school team prior to the schools first game.

1. Jump ball to start the game in boys and girls games.
2. The (3) point shot will be used. If the floor is not marked for the (3) point shot, the rule will not be in effect.
3. The ball used for the 12 & under boys and girls and 14 & under girls is the 28.5-inch ball. The ball used for 14 & under boys will be a regulation size basketball.
4. Teams must have 4 players to start a game.
5. **Game time is forfeit time.** The team line up should be turned in to the scorekeeper **10 minutes prior** to game, and coaches should have teams ready to play at game time. Coaches must turn in first and last name to the scorekeeper and players jersey number.
6. **Game time**—12 & under and 14 & under boys and girls will play 7 minute quarters with a 5 minute half time and 1 minute between quarters. Time outs—each team will have three (3) full time outs and two-30 seconds time outs per game. Coaches may call time outs from the bench when his/her team has the ball.
7. Full court pressing is allowed during regulation time and overtime. **A team with a 15-point lead shall not continue to full court press.**
8. **Overtime** - will be 3 minutes and will start one minute after regulation time ends. Each team will get one extra time out and previous time outs will be carried over. One overtime will be played, if a winner is not determined then the game will remain in a tie.
9. In the event of a team having a 25-point lead, a continuous running clock will be enforced. If the lead is reduced to 10 points then play will resume as normal. A team that is behind by 20 points or more with 4:00 minutes remaining may request a running clock any time during that 4:00 minutes. Once requested, it will be in effect for the remainder of the game regardless of the score.

10. Jewelry of any kind is not permitted during practice or games. This includes bracelets, hair beads, earrings, etc. Medical and religious items may be worn provided they are taped to the body.
11. **Uniforms**—All players must have matching jersey or T-shirts with legal numbers on front and back. Officials will enforce the legal numbers. Legal numbers are: 0-00-1-2-3-4-5, 10-15, 20-25, 30-35, 40-45 and 50-55. (Numbers 0 and 00 may not be on the same team). Under shirts must be the same color as jersey, the violation will result in a technical foul per player listed in scorebook.
12. Awards will not be given to any team during or after the season is over by the Carroll County Parks & Recreation Department.
13. Coaches are strongly urged not to run the score up on any team. The CCPRD staff reserves the right to take action against any coach that violates this rule.
14. Any rules not covered in these by-laws will be handled at the discretion of the CCPRD Staff.
15. Players with any major injury/concussion will not be allowed to play without written permission from a doctor. Players cannot play with a cast on any part of the body.
16. **All players should play the equivalent of one quarter (7 minutes)**, unless being disciplined. Discipline problems should be discussed with your Recreation Department.
17. A player ejected from a game must sit out the remainder of that game, plus one more game. The player can attend the game he/she is to sit out and sit on the team bench.
18. **If a coach or spectator is ejected from a game he/she must leave the gym and stay away from the gym the next two (2) games and any practices until his/her 2 game suspension has been served.** Any coach or spectator causing any problems during his/her ejected period will receive another ejection. After 2 ejections, a coach will not be allowed to coach for the remainder of the season. Future coaching is determined by your own recreation department. A spectator with 2 ejections will have a one-year ban from all CCPRD facilities and events.
19. **A coach that plays an ineligible player will be suspended for two games. The penalty will be the same as an ejected coach (see # 18). It is the Coaches and Recreation Departments responsibility to make sure all players are legal.**
20. Recreation departments participating and following these rules may not charge more than \$2.00 for adults and \$1.00 for students as an admission fee.