



Youth Division Rules

- I. Game Time/Scoring
 - a. Regulation games will consist of four (4) seven (7)-minute quarters with a running clock for the first six (6) minutes. During the last minute of each quarter, the clock will stop for all whistled plays. Clock will also stop for all free throws throughout the period.
 - b. One (1) full time out (one minute) will be allowed per quarter - no carryover. Clock will stop for all time-outs.
 - c. There will be no overtime period during regular season games. Regular season games that end in a tie will be declared a tie to downplay competition.
 - d. During Tournament play, if a game is tied at the end of regulation, teams will play a seven (7) minute overtime period with a running clock for the first six (6) minutes. During the last minute of the period, the clock will stop for all whistled play. Clock will also stop for all free throws throughout the period. This will continue until a winner is determined. Each team will have one (1) full time out (one minute) during the overtime period. For the Tournament Championship game, if the game remains tied at the end of the first overtime period, the result will be a tie and the teams will be declared Tournament Co- Champions.
- II. Playing Time
 - a. Teams with eleven or more players will be required to play each player one full quarter. The coach has the right to determine which quarter each player will play. No player may play more than two (2) quarters.
 - b. Teams with ten players or less will be required to play each player two full quarters. The coach has the right to determine which quarter each player will play. No one player plays additional quarters until all players play the same number quarters.
 - c. Substitutions will not be permitted once a period starts unless a player is injured or otherwise unable to complete a period.
 - d. Every parish/school must have a scorebook with all the players' names and numbers entered for each game. If a player cannot play in a game, it must be noted.
 - e. During tournament play, if a game goes into an overtime, normal substitution patterns will be followed. This means that no player can play an extra until all players play the same number of quarters.
- III. Fouls/Free Throws
 - a. Normal calls will be made regarding fouls.
 - b. Five (5) team fouls will result in a bonus situation for the opposing team during each half. Unless the foul is a shooting foul, all foul shots in the bonus situation will be one and one. There is no double bonus situation.
 - c. Free throw line markings: The Youth free throw line will be measured three feet down from the normal free throw line in the direction of the basket
 - d. Non-shooting fouls prior to the bonus situation will be dead ball fouls and the ball will be inbounded by the offended team at the sideline hash mark on their offensive end of the court.



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IV. Game Play

- a. No full court presses.
- b. No fast break
 - i. When a team gains possession of the ball because of a stolen pass, rebound, blocked shot, jump ball, or made basket, they may not advance the ball over half-court until the last defensive players have crossed over half court.
 - ii. A violation of this rule will result in the team committing the violation to retain possession of the ball and inbound the ball at the side hash mark on the defense end of the court.
- c. No “on the ball” traps.
 - i. When an offensive player has possession of the ball only one defender may play defense on that player.
 - ii. A violation of this rule will result in stoppage of the game. The ball will be inbounded by the offensive team under the violating defensive team’s basket.