

Erwin Parks and Recreation
Basketball League Rules 2008-2009

	10u Girls	13u Girls	10u Boys	12u Boys	15u Boys	18u Boys
Ball Size	Intermediate (28.5")	Intermediate (28.5")	Intermediate (28.5")	Intermediate (28.5")	B: Regulation (29.5")	Regulation (29.5")
Rim Height	9ft	10ft (Regulation)	9ft	10ft (Regulation)	10ft (Regulation)	10 ft (Regulation)
Free Throw Line	12 ft	15 ft (Regulation)	12 ft	15 ft (Regulation)	15ft (Regulation)	15ft (Regulation)
Clock	8-minute Quarters Running Clock	8-minute Quarters Running Clock	6-Minute Quarters Regulation Clock	6-Minute Quarters Regulation Clock	7-Minute Quarters Regulation Clock	8-Minute Quarters Regulation Clock
Halftime	* Regulation Clock the last 30 seconds of the first 3 Quarters, the last 2 minutes of the 4 th Quarter, and the entire Overtime Period	* High School Regulation Clock does NOT stop for made shots in the last minute of the game. * Running Clock when a team has a lead of 20 pts or more in the 2nd half. Stops for time outs, free throw, or injury. Reverts back to regulation clock if the lead is reduced to 10 pts or less.				
Time Outs	3 Minutes	3 Minutes	5 Minutes	5 Minutes	5 Minutes	5 Minutes
Playing Time (minimum)	2 per half (30 sec)	2 per half (30 sec)	2 per half (1 min)	2 per half (1 min)	2 per half (1 min)	2 per half (1 min)
Substitutions	Play 12 minutes Sit Out 8 minutes	Play 12 minutes Sit Out 8 minutes	Play 8 minutes Sit Out 6 minutes	Play 8 minutes Sit Out 6 minutes	Play 8 minutes	Play 8 minutes
Fouls	Sit Out 8 minutes	Sit Out 8 minutes	Sit Out 6 minutes	Sit Out 6 minutes	Sit Out 6 minutes	Sit Out 6 minutes
Bonus	* Violation of Playing Rule: Player(s) must start & make up missed playing time at the next game (except for injury). 1st Offense – Verbal Warning 2nd Offense – Written Warning 3 rd Offense – Coach Suspended 1 Game	* Violation of Playing Rule: Player(s) must start & make up missed playing time at the next game (except for injury). 1st Offense – Verbal Warning 2nd Offense – Written Warning 3 rd Offense – Coach Suspended 1 Game				
Lane Violation	Anytime - Must Report to Scorekeeper	Anytime - Must Report to Scorekeeper	Anytime - Must Report to Scorekeeper	Anytime - Must Report to Scorekeeper	Anytime - Must Report to Scorekeeper	Anytime - Must Report to Scorekeeper
Defense	5 Fouls per Player	5 Fouls per Player	5 Fouls per Player	5 Fouls per Player	5 Fouls per Player	5 Fouls per Player
Overtime	Double Bonus Only: 1. Single Bonus on 7th team foul per half 2. Free Throws on 10th team foul per half	Double Bonus Only: 1. Single Bonus on 7th team foul per half 2. Free Throws on 10th team foul per half	Double Bonus Only: 1. Single Bonus on 7th team foul per half 2. Double Bonus on 10th team foul per half	Double Bonus Only: 1. Single Bonus on 7th team foul per half 2. Double Bonus on 10th team foul per half	Double Bonus Only: 1. Single Bonus on 7th team foul per half 2. Double Bonus on 10th team foul per half	Double Bonus Only: 1. Single Bonus on 7th team foul per half 2. Double Bonus on 10th team foul per half
Uniform Rules	3 Seconds	3 Seconds	3 Seconds	3 Seconds	3 Seconds	3 Seconds
Disciplinary Actions for Technical Fouls and/or Ejections	1. No backcourt defense at any time 2. If a team is leading by 15 pts or more, they must play zone inside 3-pt arc	1. Backcourt defense allowed only in the 4 th Quarter and overtime 2. If a team is leading by 15 pts or more, they must play zone inside 3-pt arc	1. Half-court only, except last 2 minutes of regulation and any overtime periods 2. If a team is leading by 15 pts or more, half-court only	1. Full-court allowed 2. If a team is leading by 15 pts or more, half-court only	1. Full-court allowed 2. If a team is leading by 15 pts or more, half-court only	1. Full-court allowed 2. If a team is leading by 15 pts or more, half-court only
All other rules are governed by the National Federation of State High School Associations (NFHS) rule book.	One 3-Minute Period If still tied, game will be declared a draw	One 3-Minute Period If still tied, game will be declared a draw	One 2-Minute Period If still tied, game will be declared a draw	One 2-Minute Period If still tied, game will be declared a draw	One 2-Minute Period If still tied, game will be declared a draw	One 2-Minute Period If still tied, game will be declared a draw
	1. No alterations to uniform	2. Shirts must be tucked in	3. Both socks must be the same color	4. Shorts must be worn above hips		
	1 st Tech: Coaches – confined to the bench for the remainder of the game; Players – must sit for 4 consecutive minutes (game clock) for unsportsmanlike					
	2 nd Tech: Separate games – 1 game suspension; Same game – Ejection and 3 games suspension					
	3 rd and any subsequent Techs: 3 games suspension					
	Ejections: 3 games suspension (additional suspension may occur at the discretion of Erwin Parks and Recreation)					