# LOCAL RULES FOR UNION COUNTY BASKETBALL <br> FOR BOYS \& GIRLS <br> (EFFECTIVE 2018-19 SEASON) 

7U CO-ED and 8U GIRLS

1. BASKETBALL SIZE:

- SIZE (27.5" CIRCUMFERENCE)

2. 10 MINUTE QUARTERS.
3. FOUL LINES AT 9 FEET.
4. 8 FOOT GOALS.
5. 5 SECONDS IN LANE.
6. FULL COURT PRESSING ONLY IN 4TH QUARTER, ONLY IF BEHIND, TIED OR AHEAD BY LESS THAN 7 PTS AND ONLY 2 PLAYERS.
7. DEFENSE WILL NOT LEAVE THE ZONE. (ZONE IS INSIDE THE 3 POINT AREA). IF A DEFENSIVE PLAYER ILLEGALLY LEAVES THE ZONE, THE OFFENSE WILL RETAIN POSSESSION OF THE BALL. EACH TEAM WILL RECEIVE TWO WARNINGS PER HALF. A THIRD VIOLATION WILL RESULT IN A TECHNICAL FOUL GIVEN TO THE BENCH.
8. A DEFENSIVE PLAYER MAY LEAP FROM THE ZONE TO BLOCK A SHOT OR A PASS BUT MUST IMMEDIATELY RETREAT BACK TO THE ZONE.

9U CO-ED and 11U GIRLS

1. BASKETBALL SIZE:

- SIZE (28.5" CIRCUMFERENCE)

2. 10 MINUTE QUARTERS.
3. 9 FOOT GOALS.
4. FOUL SHOTS AT 11 FEET.
5. ONE PLAYER CAN PRESS HALF COURT THE ENTIRE GAME.
6. HALF COURT PRESSING ONLY IN 2ND QUARTER AND ONLY IF BEHIND OR TIED AND ONLY 2 PLAYERS.
7. FULL COURT PRESSING ONLY IN 4TH QUARTER AND ONLY IF BEHIND OR AHEAD BY LESS THAN 7 POINTS AND ONLY BY 2 PLAYERS.
8. DEFENSE WILL NOT LEAVE THE ZONE. (ZONE IS INSIDE THE 3 POINT AREA) IF A DEFENSIVE PLAYER ILLEGALLY LEAVES THE ZONE, THE OFFENSE WILL RETAIN POSSESSION OF THE BALL. EACH TEAM WILL RECEIVE ONE WARNING PER HALF. A SECOND VIOLATION WILL RESULT IN A TECHNICAL FOUL GIVEN TO THE BENCH.
9. A DEFENSIVE PLAYER MAY LEAP FROM THE ZONE TO BLOCK A SHOT OR A PASS BUT MUST IMMEDIATELY RETREAT BACK TO THE ZONE.

11 U CO-ED and 14 U GIRLS

1. BASKETBALL SIZE:

- SIZE (28.5" CIRCUMFERENCE)

2. 10 MINUTE QUARTERS.
3. FOUL SHOTS AT FOUL LINE FOR COED. FOUL SHOTS AT 11 FEET FOR GIRLS.
4. 10 FOOT GOALS.
5. MAY PRESS WHOLE GAME.

13 U CO-ED

1. BASKETBALL SIZE:

- CO-ED SIZE (REGULATION - 29.5" CIRCUMFERENCE)

2. 10 MINUTE QUARTERS.

15U CO-ED

BASKETBALL: OFFICIAL SIZE (30" CIRCUMFERENCE).
2. 10 MINUTE QUARTERS.
*** NOTE: ALL UNION COUNTY BASKETBALL ASSOCIATIONS HAVE VOTED AND ADOPTED THE RULE THAT ANYONE PLAYING JUNIOR VARSITY OR VARSITY HIGH SCHOOL GIRLS OR BOYS BASKETBALL WILL NOT BE ALLOWED TO PLAY REC LEAGUE BASKETBALL OR PARTICIPATE IN ALL-STAR PLAY!! ALL GIRLS IN 9TH GRADE OR HIGHER MUST PLAY IN CO-ED LEAGUE.

## GENERAL RULES:

1. Time Outs -2 per half only. Coach may call time out from the bench.
2. Technical Fouls - Players: 2 per game; Coaches: 2 per game
3. If a coach/player is ejected from the game, for any reason, he / she must leave the gym immediately. Also they may not be present for the teams next game.
4. Clock:
a. (4) ten minute quarters. Running clock except for last 2 minutes of game.
b. 1 minute between quarters
c. 3 minutes for half-time
d. $\quad$ Overtime $=2$ minute game clock (Clock stops on whistle and timeouts)
5. Playing Time for regular season: Clock will be set for half the time of the quarter for the first three quarters. At the sound of the buzzer, ALL players on the bench must enter the game and play the ENTIRE $2^{\text {nd }}$ half of that quarter. This is not a time-out and play must resume immediately. The team with the possession arrow will take the ball out at half court opposite the scoring table. NO SUBSTITUTIONS MAY BE MADE IN THE $1^{\text {ST }}$ HALF OF THE FIRST THREE (3) QUARTERS, but players who played the $1^{\text {st }}$ half of the quarter may be substituted in the second half of the quarter. In the $4^{\text {th }}$ quarter, coaches may substitute players at will. Exceptions will be granted if player has a pre-determined medical condition or is injured during the game and is unable to play.
6. An official timekeeper will be present at each game to assure the minimum playing time is met for each player.
7. If a player is injured or sick, their coach must notify the officials and the opposing coac and the official timekeeper.
8. A coach may suspend a player due to: (1) not coming to practice on a continual basis, (2) disciplinary actions. (Coaches must notify their Commissioner at least 24 hours prior to a game. The Commissioner may approve or disapprove the suspension. The opposing Commissioner and opposing coach should be notified prior to the game.)
9. Players arriving late: Coach has the option to play that player immediately (staying within the playing rule guidelines) or hold player on the bench until the beginning of the next quarter. Players arriving after half time, coach has the option of playing the player or not. No technical will be awarded for players arriving late.
10. No dunking allowed, including during warm-ups. Penalty will be a technical foul.
11. Starting Time: All games will start at the scheduled time if 4 or more players are present. If a team has fewer than 4 players at the start time, that team will forfeit the game. If a coach is not available at game time, the team's association will provide a coach. There is no grace period.
12. If a team has a $\mathbf{2 0}$ point lead or more, that team must stay within the three point line when on defense.
13. Each association will be in charge of acquiring officials for all sanctioned regular season games.
14. All other playing rules not listed will be followed according to the North Carolina High School Basketball Rules.

## ALL-STAR RULES (EXCEPTIONS):

15. During the All-Star tournament, a player is not required to make an appearance.
16. A player participating on multiple All-Star teams must be a part of both 10 man rostered teams prior to the start of All-Stars.
17. DOB: All allstar rosters will be turned prior to the start of All-Star week and each commissioner representing their association will be responsible for determining eligibility based on a $08 / 31$ date of birth in their respective age groups.
18. Clock:

- (4) ten minute quarters. Running clock except for last 2 minutes of game.
- 1 minute between quarters
- 3 minutes for half-time
- Overtime $=2$ minute game clock (Clock stops on whistle and timeouts)

