



The Ohio High School Athletic Association and the following special rules govern play in these leagues.

AGE & ELIGIBILITY

- A player's eligibility for a league will be based upon his/her age by the start of the season. **There are no exceptions to this rule.**

- Age classifications are as follows (players can only play on one team per league). Coaches will determine if a child is advanced enough to play in an older age bracket:

| <u>Division</u> | <u>Age</u> |
|-----------------|--------------|
| 4U (tiny tots) | Ages 3 - 4 |
| 6U | Ages 5 - 6 |
| 9U | Ages 7 - 9 |
| 12U | Ages 10-12 |
| 15U | Ages 12 - 15 |

- Individuals who have made a select team or school basketball team during the 2024-2025 season **ARE NOT** eligible to play unless their season is over. All games including an ineligible player will be forfeited.

GENERAL RULES

- Teams may have a **maximum** of 10 players on their roster.
- A team must have five (5) players to start the game. Coaches are required to provide lineups to the official scorekeeper 5-minutes before game time. Any player(s) added to the official scorekeeper's list after the game has begun will result in a technical foul. **Teams not having five (5) players at game time must forfeit.**
- Every player **MUST** play at least two (2) quarters unless there are issues with a player's attendance or behavior. Anything less than the required two (2) quarters must first be discussed with the Facility Specialist in charge.

***Any additional players must be approved by the league Administrator.**

- General game play rules for each division:

| <u>Division</u> | <u>Quarters</u> | <u>Time Limit</u> | <u>Rim Height</u> | <u>Ball Size</u> |
|-----------------|-----------------|-------------------|-------------------|------------------|
| 4U (tiny tots) | 2 | 10 minutes | 4 ft (TT Hoop) | Youth |
| 6U | 4 | 6 minutes | 8 ft | 25.5 |
| 9U | 4 | 6 minutes | 9 ft | 27.5 |
| 12U | 4 | 8 minutes | 10 ft | 28.5 |
| 15U | 4 | 8 minutes | 10 ft | 28.5 |

- The game will start with a jump ball, then alternating possessions will be used.

- Players will foul out after five (5) personal fouls.
- The bonus free throw will begin with the seventh (7) foul of the half.
- The ***Mercy Rule*** of no pressing after a 15-point lead applies to **ALL DIVISIONS**. Additional adjustments can be made on a case-by-case basis by the Facility Specialist or Site Supervisor.
- Anyone identified with a team shall always conduct himself/herself in such a manner as to set a proper example to his/her teammates. **The Head Coach is held responsible for the conduct of his/her assistant coaches, players, parents, and fans.** One head coach and a max of two assistant coaches are allowed on the bench. One coach can remain standing during the game.
- Uniform shirts must be tucked in. Do-rags, hair beads, and jewelry (including earrings) are not permitted.
- Referee(s) judgment calls **CANNOT** be protested. Only protests pertaining to eligibility will be allowed. A team may protest a player's eligibility by submitting a written protest to the league supervisor by 5:00p.m the following workday. The league supervisor will investigate and make a ruling. Teams found using ineligible players will automatically forfeit any games and are subject to suspension.
- **GOOD SPORTSMANSHIP IS EXPECTED AT ALL TIMES! ABSOLUTELY NO PROFANITY, FIGHTING, VERBAL ABUSE ETC. WILL BE TOLERATED FROM PLAYERS, COACHES OR FANS! VIOLATORS WILL BE ASKED TO LEAVE THE BUILDING!**

TIME

- Half time will last 5 minutes.
- The clock will run continuously except for the last 2 minutes of each half. However, the clock will be stopped for shooting fouls, technical fouls, timeouts, and injuries, at the discretion of the referee(s) or the site supervisor.
- Teams will be permitted one (1) 30 second and two (2) 60 second timeouts per game.

OVERTIME

- Tie games will be played off in overtime periods, except for in the 4U and 6U divisions.
 - The first two (2) overtime periods will last 2:00 minutes.
 - A third overtime, and any subsequent overtime periods, will last 1:00 minute.
- Teams are permitted only one (1) timeout per overtime period. (Timeouts do not carry over from regulation or previous overtimes)

DIVISION SPECIFIC RULES

4U Division (Tiny Tots)

- No Stealing.
- No zone, double teams, or presses allowed.
- **Score will not be kept.**

6U Division

- No Stealing.
- No zone, double teams, or presses allowed.
- **Score will not be kept.**

9U Division

- No "full court" man press is allowed until the last two minutes of the 4th quarter.
- No zone defense or double teams.

12U Division

- No "full court" man press is allowed **until** the 4th quarter.
- No double teams.
- Zone defense is allowed.

15U Division

- "Full court" man press is allowed in the 2nd half only (3rd & 4th quarters).

DISQUALIFICATIONS & SUSPENSIONS

- Two (2) technical fouls assessed to any one player will result in an automatic ejection for that individual. As a result, that individual will be asked to leave the premises. Technical fouls also count as personal fouls toward a player's disqualification and reaching the one and one bonus situation. Three (3) unsportsmanlike technical fouls assessed to a team will result in forfeiture of the game.
- Any player or team representative ejected from a game by an official or League Supervisor **WILL** automatically be suspended for the next game and **WILL NOT** be permitted to attend the game.
- Verbal threats and physical violence against anyone involved in the basketball program **WILL NOT** be tolerated. Anyone found guilty of such violation shall be immediately suspended and subject to further disciplinary and/or legal action. This also applies to verbal abuse directed at an official after a game is completed.
- A total of three (3) forfeits by any one team or two (2) consecutive no shows will result in an automatic expulsion from league play. Officials have no say in what team plays or who is on a team. Only players listed on the approved roster is eligible play, Recreation Staff will provide that official roster. Forfeits will only be decided by staff, not coaches or referees.

Any rule or circumstance not specifically covered will be ruled based on Ohio Highschool Athletic Association (OHSA) guidelines and the Recreation Facility Specialist and/or Recreation Program Coordinator in charge.

All disciplinary decisions will be made by the Recreation Facility Specialist & Recreation Program Coordinator in charge of the program.