

**CARRBORO – CHAPEL HILL RECREATION AND PARKS  
13-15 YEAR OLD YOUTH BASKETBALL RULES**

**General Information**

Incllement weather                      **918-7373 (Carrboro), 685-8277 (Chapel Hill)**

Web site                                      [www.townofcarrboro.org](http://www.townofcarrboro.org), [www.chapelhillparks.org](http://www.chapelhillparks.org)

- A.     A player must play on the team that he/she is on during the regular season and may only switch teams at the discretion of the Recreation Department.
  
- B.     The use of any illegal player who has not been officially assigned to a team will result in:
  - 1.     forfeiture of all games in which that individual participated.
  - 2.     possible sanctions against coaches that use illegal player(s).

**DUTY OF THE COACH**

- A.     To make certain that the League Director(s) has ruled each player on his or her team eligible to participate.
  
- B.     The coach shall be responsible to instruct each of his/her players to report directly to the official score's table prior to entering a game.
  
- C.     It shall be the coach's responsibility to maintain an orderly bench. All bench personnel must be seated during the game (in accordance with the High School Federation Rules on bench conduct).

**Miscellaneous Information**

- 1.     Only eligible players (league roster) and 3 coaches may sit in the bench area.
  
- 2.     Please allow only team members to shoot during pre-game and half time.
  
- 3.     No radios are to be played before, during, or after any game.
  
- 4.     School activities may force cancellations during games .
  
- 5.     League games are scheduled mainly on format and gym availability. Please do not ask for games to be rescheduled for personal convenience.

6. Inclement Weather/ Cancellation of games.

Canceled games (due to inclement weather) may be made up only at the League Director(s) discretion.

Before 5pm during the week, the League Director(s) will have the responsibility of making all decisions on the status of games.

After 5pm during the week and for all weekend activities, an assigned staff person or the facility supervisor will assume the responsibility of canceling games because of inclement weather.

A Notice on any League Games canceled during the weekday because of inclement weather will be placed on the weather lines **(918-7373-Carrboro, 685-8277-Chapel Hill)**.

Participants should be encouraged to utilize the Weather Line to learn the status of league games. A message on the status of the activities will only be placed on the line if some or all league games were canceled.

If games are canceled, the League Director(s) or assigned persons will attempt to contact the coaches affected by the decision. Coaches and participants should never assume the games have been canceled unless they have received official notice.

CARRBORO- CHAPEL HILL 13-15 YEAR OLD YOUTH BASKETBALL  
LEAGUE RULES for 2019 - 2020

**I. Equipment**

- a. All team members must wear the official team jersey supplied by the Recreation Department they represent during games.  
**No Exceptions.**
  - Undershirts worn by players during games must be the same color as their game jersey or **white**.
  - If there are 2 teams with conflicting jersey colors – the visiting team will be asked to wear an alternate shirt.
- b. The officials shall not permit any team member to wear equipment or apparel which in his/her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items include but are not limited to:
  - 1 – Illegal guards, casts or braces
    - a – a guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance may not be worn on the elbow, hand, finger, wrist or forearm, even though covered with soft padding.
    - b – hard and unyielding items (guards, casts, braces, etc.) on the upper arm or shoulder must be padded.
    - c – knee and ankle braces are permitted but all exposed hinges must be covered. Most over sleeves recommended by manufacturers are acceptable. These braces may be padded or unpadded.
- c. No belts, bracelets, watches, or jewelry are to be worn by team members.
- d. Any player that has a newly pierced ear must have them taped. Ears should be taped by parents before arriving at the gym. Staff will not be placing tape on the ears of players nor should a coach.
- e. Beads in the hair cannot be worn by players. These items should be removed for games.
- f. All players must wear gym shoes (tennis shoes) while on the gym floor. Dress shoes are not permitted on the gym floor during a game.

## II. Game Ball

The Official Game Ball will be:

- a. Regulation Size Basketball

## III. Playing Rules

The National Federation of High School Basketball Rules will govern league play. The following **Local League Rules** will take **precedence** over any National Federation High School Basketball Rule.

### RULE: STARTING PLAYERS

A team must have **4 players** to start a game. During the course of a game, if a team drops below 4, the game is declared a forfeit. A 5<sup>th</sup> player can enter the game upon arrival by checking in with the scorekeeper and through the next dead ball situation.

### RULE: LENGTH OF GAMES

- a. **(4) 7** minute quarters.

### RULE: STOPPAGE OF THE CLOCK

The timer will operate on a "Regulation Clock" in accordance with National High School Federation Rules.

### RULE: HALF-TIME

Half time will be five minutes in length

The five-minute half time period will begin immediately after the completion of the first half. The timer will signal (horn) when one minute is left in the half time period. At this time, coaches should complete their final preparation for the second half and be ready to come onto the court after the final minute expires.

### RULE: OVERTIME PERIODS

If after regulation play, the game is tied:  
**an overtime period (of two minutes) will be played.**

If after the second overtime period is complete, the score remains tied:  
**a sudden death period (first to score) will be played.**

## **RULE: TIMEOUTS**

1. 4 per team / game
2. ONE in the overtime period
3. Unused time outs from regulation play may not be carried over into an overtime period.
4. An unused time out cannot be carried over into the sudden death period.
5. No time-outs are allowed during a "Sudden Death Period"
6. Time-outs may be requested by a player on the court and the "head coach".

## **RULES: FOULS**

### a. **Personal fouls**

1. A player is **disqualified from a game** when he/she has committed their **fifth foul** of the game
2. The **One and One (Bonus Situation)** will be in effect when a **Team reaches their 7th personal foul of the half.**
3. On the 10th common foul per half the offended player is awarded a second free throw whether or not the first free throw is successful.

\* note: A Technical foul is also counted as a team foul

### b. **Technical fouls**

1. Any player who receives a technical foul, based on a violation of either the Town of Carrboro or Chapel Hill code of conduct, shall be substituted out regardless of the time remaining in the quarter.

\*The Carrboro and Chapel Hill Recreation and Parks Department's **CODE OF CONDUCT** will govern any situation resulting from a **player, coach, or spectator** being ejected from a Town sponsored program.

A technical awarded to a team bench for unsportsmanlike conduct is also charged to the head coach (indirectly) and will be counted toward the head coach's and team totals. The head coach is also responsible for the conduct of his/her assistant coach.

### **RULES: BENCH CONDUCT**

1. Coaches **may not react negatively** to an officials call (verbally, or through acts, gestures, etc.).
2. Enforcement of this rule will be that of the official (in accordance with the High School rules).

### **RULE: MANDATORY PLAYING RULE**

One of the main goals of this program is to ensure the opportunity that each player receives a positive experience while playing the sport. Coaches are encouraged to provide as much playing opportunity to each member of the team as possible. Development and playing experience should always prevail over winning.

- A. All participants present will be guaranteed the opportunity to participate in a pre-determined minimal amount of minutes per game. Below are the guidelines that will govern the minimal amount of playing time.
  1. 10 PLAYERS...
    - a. Everyone must start two quarters (one per half).
    - b. No substitutions may occur during the first four minutes of each quarter.
  2. 7 TO 9 PLAYERS...
    - a. Everyone must start at least two quarters (one per half).
    - b. No player may start more than three quarters.
    - c. No substitutions are allowed during the first four minutes of each quarter.
  3. 5 TO 6 PLAYERS...
    - a. Everyone must start at least three quarters.
    - b. No substitutions during the first four minutes of any quarter.
- B. Playing rule Exceptions  
Any player fouling out of a game, becoming sick or injured and can not continue, or ejected from the game is exempted from the minimal amount of playing time.  
Any player who becomes sick or injured, but later feels better, may be reinserted back into the game provided he/she is able.

An injured or sick player may enter the game at any point of a quarter. However, if the player is reinserted after the completion of the quarter, he/she becomes exempt from the minimal amount of playing time. Disciplinary action reported to and approved by the agency Recreation Supervisor no later than 48 hours prior to the game. In any overtime period, the mandatory playing rule is **not** in effect.

All players on rosters dressed in a town issued jersey must play under the mandatory playing rule. However, if a player is injured and cannot participate, he/she can sit on the bench while being in uniform. The Department must be notified that a player is ineligible due to an injury. The coach must notify the department (prior to the team's next game – not at the field) once the injured player is medically cleared to play.

Bloody shirts must be removed. Any player with blood on the jersey cannot re-enter the game until he/she is wearing a blood free shirt.

All players must be able to actively participate (i.e. perform the functions to actively play basketball). Failure to perform these functions rules a player ineligible to participate.

- \*\* Any situations that occur, which are not covered by the National High School Federation rules or local league rules, will be left to the discretion of the League Director(s).
- \*\* Officials/Supervisor/Scorekeeper will be assigned by the Recreation Department overseeing that site league game and will have complete control of the game and all activities within the gym.
- \*\* Coaches, Parents, and Participants are expected to respect and abide by the rules and guidelines of the league.