

MPRA SUMMARY OF RULES YOUTH BASKETBALL

1. Clock stops only for timeouts, free throws, or as directed by the officials.
2. Final two minutes of the game, and last minute of OT, will be standard clock operation according to the high school regulations.
3. No substitutions are allowed in the initial four (4) minutes of the quarter, except for injury or medical reasons (i.e. asthma). Player must reenter as soon as ready.
4. Each team must have five (5) players present before a game will be started. Forfeit time is game time plus 5 minutes as counted down on official clock.
5. Teams allowed two (2) thirty (30) second timeouts and two (2) full timeouts for the entire game. One (1) thirty (30) second timeout in OT.
6. Players in foul trouble are not exempt from playing half of the first three quarters, unless they foul out.
7. Only the 6U age group can end in a tie. OT is played until a winner is determined.

Area of Rules / Age Groups	Pre-Game Warmup / Half Time	Goal Height	Ball Size	Minimum Play Rule Substitutions (See Example on Page 2)	Mercy Rule	Free Throw Shooting	Three Sec. Rule	Three Point Goals	Time Per Qtr	Time per OT	Defense	Defensive Full Court Pressure
6 & Under Coed	3 minutes	8 FT	27 inch	Substitutions occur at the 4:00 minute mark in each quarter	With ≥ 20 point lead, the clock only stops for timeouts	6 Ft below free throw line	No	No	8 minutes	no	Three Point Line	Last two minutes of 4th quarter at half-court, unless lead ≥ 10 points
8 & Under Boys and Girls	3 minutes	8 FT	28.5 inch	Substitutions occur at the 4:00 minute mark in 1st, 2nd, & 3rd qtrs only. See number 3 above. 4th qtr is regular substitutions	With ≥ 20 point lead, the clock only stops for timeouts	2 Ft below free throw line	Yes	Yes	8 minutes	2 min	Attempt to cross Half Court	Last two minutes of 4th quarter unless lead ≥ 10 points
10 & Under Boys and Girls	3 minutes	10 FT	28.5 inch	Substitutions occur at the 4:00 minute mark in 1st, 2nd, & 3rd qtrs only. See number 3 above. 4th qtr is regular substitutions	With ≥ 20 point lead, the clock only stops for timeouts	2 Ft below free throw line	Yes	Yes	8 minutes	2 min	Attempt to cross Half Court	4th Quarter, unless lead ≥ 15 points
12/14 & Under Girls	3 minutes	10 FT	28.5 inch	Substitutions occur at the 4:00 minute mark in 1st, 2nd, & 3rd qtrs only. See number 3 above. 4th qtr is regular substitutions	With ≥ 20 point lead, the clock only stops for timeouts	Free Throw Line	Yes	Yes	8 minutes	2 min	No Restriction	Entire game unless lead ≥ 15 points
12 & Under Boys	3 minutes	10 FT	29.5 inch	Substitutions occur at the 4:00 minute mark in 1st, 2nd, & 3rd qtrs only. See number 3 above. 4th qtr is regular substitutions	No Mercy Rule	Free Throw Line	Yes	Yes	8 minutes	2 min	No Restriction	Entire game unless lead ≥ 15 points
14 & Under Boys	3 minutes	10 FT	29.5 inch	Substitutions occur at the 4:00 minute mark in 1st, 2nd, & 3rd qtrs only. See number 3 above. 4th qtr is regular substitutions	No Mercy Rule	Free Throw Line	Yes	Yes	8 minutes	2 min	No Restriction	No Restriction
18 & Under Boys												

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***Example of Minimum Play Substitutions**

The following is an example of the minimum play requirement through 2 quarters. For 8U and up the minimum play substitution applies to the 1st, 2nd, and 3rd quarters only. For 6U, this applies to all 4 quarters.

Starters: A, B, C, D, E
Bench: F, G

At the 4:00 minute mark of the quarter F and G sub in for A and B. During the final 4 minutes of the quarter, A and B can sub in for C, D, or E. F and G must stay in the game to meet the minimum play rule for the quarter. At the end of the quarter all players have played at least 4 minutes.

This resets at the beginning of each quarter. The coach determines the starting 5 and can start the quarter with whoever he/she wants. Example for the second quarter.

Starters: A, B, E, F, G
Bench: C, D

At the 4:00 minute mark of the quarter C and D sub in for E and F. During the final 4 minutes of the quarter, E and F can sub in for A, B, and G. C and D must stay in the game to meet the minimum play rule for the quarter. At the end of the quarter all players have played at least 4 minutes.

Scorekeepers: To track that the teams are meeting the minimum play requirements, at start of each quarter mark the players on the bench. Those players are not allowed to come out of the game during last 4 minutes of the quarter.