

Oak Ridge Basketball Rules (updated 2009 2010)

1. High School rules apply unless otherwise noted
2. Season Standings Tie Breaker Rule
 - a. Head to Head
 - b. Least points allowed for the season
 - c. Rules Violations (conduct or playing time)
 - d. Coin Flip

Playing Time Rule- play at least 2 quarters and sit at least 1 quarter when possible (subbing using ½ quarters) NOTE* A minimum of 4 players can start a game. Free subbing of players is allowed only after all players have their playing time in.

EXAMPLE:

9 players – 2 players play 6 half quarters and 7 play 4 half quarters **or**
4 players play 5 half quarters and 5 players play 4 half quarters
8 players - 4 players play 6 half quarters and 4 players play 4 half quarters **or**
3 players play 6 half quarters and 2 players play 5 half quarters and 3 players play 4 half quarters.
7 players – 5 players play 6 half quarters and 2 players play 5 half quarters
6 players – 4 players play 7 half quarters and 2 players play 6 half quarters

*Only currently registered ORYA players are allowed to compete.

* A team may ask a player from a younger age group to sub for a game. Players can only sub a total of two times during a season. A team forfeit will occur if these rules are violated.

3. Basket Heights
 - a. 5/6 Coed – 8 foot
 - b. 7/8 Coed – 9 foot
 - c. All others – 10 foot
4. Game Length (clock stops at the half quarter for subs)
 - a. 5/6 Coed – 6 minute quarters
 - b. 7/8 Coed – 6 minute quarters
 - c. All others – 8 minute quarters
5. **Clock- Runs continuously except for timeouts, shooting fouls and/or officials timeout. Clock stops on all whistles during the last 2 minutes of the game and during overtime.**
6. Time Outs-(4) 2 full time outs per half. Unused first half timeouts do not carry over to the second half. 1 additional timeout is added for overtime..
7. Halftime- 3 minutes maximum and may be less if games are behind schedule.
8. Overtime- 2 minutes. If still a tie after the overtime the game is declared a tie.
9. Press Rule
 - a. 5/6 Coed- No Pressing
 - b. 7/8 Coed – Allowed 5 or less points and only in the last half of the 2nd quarter (3min) and all of the 4th quarter
 - c. All Others – Allowed 9 or less points. Teams may press at anytime during the game.

10. Lane Violation

- a. 5/6 Coed – 5 seconds called “loose”.
- b. 7/8 Coed – 5 seconds called “closer”.
- c. All Others – High School rules apply

11. Traveling

- a. 5/6 Coed – Traveling is not called.
Players are encouraged by coaches and referees to dribble and should not gain advantage by walking. If so, the referee blows the whistle and has the violating team take the ball out of bounds, (this is not a turnover).
- b. All Others – High School rules apply

12. Fouls

- a. 5/6 Coed – 6 fouls per player.
- b. All Others – High School rules apply.

13. Officials

- a. 5/6 Coed will use youth officials.
- b. All other leagues will use adult officials.

14. Ball Size

- a. 5/6 coed will use a size 27 or 27.5
- b. 7/8 coed, 9/10 coed and HS girls will use a size 28.5
- c. 11/12, 13/14 and HS will use a 29.5

Can a player participate in more than one age group if a spot is open and player pays both registrations? *Only in unique circumstances and with board of directors approval.*

Technicals (players and coaches): Players and or Coaches can be suspended for games or the season depending on the severity of the offence. A no tolerance fighting rule is in effect.

Player substitution clarification – An injured player will be charged for a full half quarter played if they leave the game after half of the substitution time in that quarter. (5/6, 7/8 over 1min 30 sec, others over 2 mins.)

No player can be penalized for non participation in practice. Each player must play 2 full quarters of the game.

A player cannot participate in the game if they arrive after the 3rd quarter begins.

