

**BASKETBALL**

**RULEBOOK**



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# General Information

*Any rule not specifically covered by Columbus Recreation and Parks will be governed in accordance with the national federation of state high school associations basketball rules book.*

## Age Groups

6 and Under Coed\*

8 and Under Coed\*

10 and Under Boys and Girls

12 and Under Boys and Girls

14 and Under Boys and Girls

18 and Under Boys and Girls

\*8U and 6U is a developmental league . The rules will not be strictly enforced to allow players to learn and play. Calls will be at the discretion of the official and will become stricter as the season progresses.

Columbus Recreation and Parks reserves the right to combine and/or alter age groups based on safety and need. No player may play down to a lower age group. Playing up to a higher age group is permitted with the written consent of the participant's parent/guardian.

## General Personal Conduct

Anyone using foul or disrespectful language at anytime before, during, or after the games will be asked to leave the facility. Coaches using said language during practices and/or games may be dismissed from his/her coaching responsibilities. Set a good example! Parents, coaches, and spectators are expected to cheer in a positive fashion for all players! This is a recreational league and its sole purpose is for the players to learn the game of basketball and have fun!

## Eligibility

- Age group shall be determined by the players age as of December 31st of the current year.
- Age will be verified by a valid birth certificate, Insurance card, or State ID Card.
- All players must present a waiver that is signed by a legal guardian or parent.
- All players must have a valid Leisure Card.
- Roster will be checked and approved by Center Manager or their designee.
- All players who were on the roster at their school and/or reported by their school to OHSAA, will not be able to play even if their season is over.

## Postseason Play

Playoffs are available for the top 4 teams in the 10U, 12U, 14U and 18U. Each center is responsible for designing format.

# Ages 6 and Under

## Equipment & Court Specifications

Topic	Rule
Size of Ball	Size 5 (27.5")
Height of Basket	8' (if equipped)
Size of Court	Varies by facility
Distance of 3-Point Arc	Varies by facility
Free Throw Line Distance	Staff discretion for each player

## Game Structure

Topic	Rule
Game Length	Four 6 minute quarters with a running clock
Time Between Periods	1 minute, halftime 3 minutes
Extra Period(s)	N/A
Scoring	Free Throw: 1 point, all field goals: 2 points, field goal outside 3-point arc: 3 points.
Timeouts	Two 60 second timeouts per half. Unused timeouts do not carry over to next half.
Start of Game Possession	Jump Ball

## Game Tactics

Topic	Rule
Playing Time	Equal playing time
Set Defense	Only player-to-player defense, Pick up at half court
Pressing/Trapping Defense	No pressing/trapping defense
Double-Team/Crowding	Not Allowed
Stealing from the Dribbler	Allowed
Screening	Not Allowed

## Highlighted Game Play Rules

Topic	Rule
Backcourt Timeline	N/A
Shot Clock	N/A
5 Seconds Closely Guarded	N/A
Clock Stoppage	Timeouts and injuries
Length of Time for a Free-Throw	10 Seconds
Number of Players Permitted on Free-Throw Lane	Offense 3 (including the shooter) Defense 3
Foul Out	No foul out
Substitutions	Full team substitutions at the end of 1 <sup>st</sup> and 3 <sup>rd</sup> quarter unless injury occurs
Advancement of Ball after a Timeout	N/A

# Ages 8 and Under

## Equipment & Court Specifications

Topic	Rule
Size of Ball	Size 5 (27.5")
Height of Basket	9' (if equipped)
Size of Court	Varies by facility
Distance of 3-Point Arc	Varies by facility
Free Throw Line Distance	Staff discretion for each player

## Game Structure

Topic	Rule
Game Length	Four 6 minute quarters with a running clock
Time Between Periods	1 minute, halftime 3 minutes
Extra Period(s)	N/A
Scoring	Free Throw: 1 point, all field goals: 2 points, field goal outside 3-point arc: 3 points.
Timeouts	Two 60 second timeouts per half. Unused timeouts do not carry over to next half.
Start of Game Possession	Jump Ball

## Game Tactics

Topic	Rule
Playing Time	Equal playing time
Set Defense	Only player-to-player defense
Pressing/Trapping Defense	No pressing/trapping defense, Pickup at half court
Double-Team/Crowding	Not Allowed
Stealing from the Dribbler	Allowed
Screening	Not Allowed

## Highlighted Game Play Rules

Topic	Rule
Backcourt Timeline	10 Seconds
Shot Clock	N/A
5 Seconds Closely Guarded	N/A
Clock Stoppage	Timeouts and injuries
Length of Time for a Free-Throw	10 Seconds
Number of Players Permitted on Free-Throw Lane	Offense 3 (including the shooter) Defense 3
Foul Out	No foul out
Substitutions	Full team substitutions at the end of 1 <sup>st</sup> and 3 <sup>rd</sup> quarter unless injury occurs
Advancement of Ball after a Timeout	N/A

# Ages 10 and Under

## Equipment & Court Specifications

Topic	Rule
Size of Ball	Size 6 (28.5")
Height of Basket	10'
Size of Court	Varies by facility
Distance of 3-Point Arc	Varies by facility
Free Throw Line Distance	15'

## Game Structure

Topic	Rule
Game Length	Four 7 minute quarters with a running clock
Time Between Periods	1 minute, halftime 3 minutes
Extra Period(s)	3 minutes running clock
Scoring	Free Throw: 1 point, all field goals: 2 points, field goal outside 3-point arc: 3 points.
Timeouts	Two 60 second timeouts per half. Unused timeouts do not carry over to next half or extra period. One 60 second timeout granted for each extra period.
Start of Game Possession	Jump Ball

## Game Tactics

Topic	Rule
Playing Time	Equal playing time
Set Defense	Only player-to-player defense
Pressing/Trapping Defense	Player to player defense may be extended full court for the entire game. No trapping. Defense cannot extend over half court when leading by 20.
Double-Team/Crowding	Allowed
Stealing from the Dribbler	Allowed
Screening	Allowed

## Highlighted Game Play Rules

Topic	Rule
Backcourt Timeline	10 Seconds
Shot Clock	N/A
5 Seconds Closely Guarded	Yes
Clock Stoppage	Timeouts and injuries and last minute of 2 <sup>nd</sup> & 4 <sup>th</sup> quarters. Last minute of extra period.
Length of Time for a Free-Throw	10 Seconds
Number of Players Permitted on Free-Throw Lane	Offense 3 (including the shooter) Defense 3
Foul Out	5 fouls
Substitutions	Full team substitutions at the end of 1 <sup>st</sup> and 3 <sup>rd</sup> quarter unless injury occurs Extra period at coach's discretion.
Advancement of Ball after a Timeout	N/A



# Ages 12 and Under

## Equipment & Court Specifications

Topic	Rule
Size of Ball	Size 6 (28.5")
Height of Basket	10'
Size of Court	Varies by facility
Distance of 3-Point Arc	Varies by facility
Free Throw Line Distance	15'

## Game Structure

Topic	Rule
Game Length	Four 7 minute quarters with a running clock
Time Between Periods	1 minute, halftime 3 minutes
Extra Period(s)	3 minutes running clock
Scoring	Free Throw: 1 point, all field goals: 2 points, field goal outside 3-point arc: 3 points.
Timeouts	Two 60 second timeouts per half. Unused timeouts do not carry over to next half or extra period. One 60 second timeout granted for each extra period.
Start of Game Possession	Jump Ball

## Game Tactics

Topic	Rule
Playing Time	Equal playing time
Set Defense	All defenses allowed
Pressing/Trapping Defense	Player to player defense may be extended full court for the entire game. No trapping. Defense cannot extend over half court when leading by 20.
Double-Team/Crowding	Allowed
Stealing from the Dribbler	Allowed
Screening	Allowed

## Highlighted Game Play Rules

Topic	Rule
Backcourt Timeline	10 Seconds
Shot Clock	N/A
5 Seconds Closely Guarded	Yes
Clock Stoppage	Timeouts and injuries and last minute of 2 <sup>nd</sup> & 4 <sup>th</sup> quarters. Last minute of extra period.
Length of Time for a Free-Throw	10 Seconds
Number of Players Permitted on Free-Throw Lane	Offense 3 (including the shooter) Defense 3
Foul Out	5 fouls
Substitutions	Full team substitutions at the end of 1 <sup>st</sup> and 3 <sup>rd</sup> quarter unless injury occurs Extra period at coach's discretion.
Advancement of Ball after a Timeout	N/A

# Ages 14 and Under

## Equipment & Court Specifications

Topic	Rule
Size of Ball	Size 6 (28.5")
Height of Basket	10'
Size of Court	Varies by facility
Distance of 3-Point Arc	Varies by facility
Free Throw Line Distance	15'

## Game Structure

Topic	Rule
Game Length	Four 7 minute quarters with a running clock
Time Between Periods	1 minute, halftime 3 minutes
Extra Period(s)	4 minutes running clock
Scoring	Free Throw: 1 point, all field goals: 2 points, field goal outside 3-point arc: 3 points.
Timeouts	Two 60 second timeouts per half. Unused timeouts do not carry over to next half or extra period. One 60 second timeout granted for each extra period.
Start of Game Possession	Jump Ball

## Game Tactics

Topic	Rule
Playing Time	Equal playing time 1st through 3rd quarter
Set Defense	All defenses allowed
Pressing/Trapping Defense	Player to player defense may be extended full court for the entire game. No trapping. Defense cannot extend over half court when leading by 20.
Double-Team/Crowding	Allowed
Stealing from the Dribbler	Allowed
Screening	Allowed

## Highlighted Game Play Rules

Topic	Rule
Backcourt Timeline	10 Seconds
Shot Clock	N/A
5 Seconds Closely Guarded	Yes
Clock Stoppage	Timeouts and injuries and last minute of 2 <sup>nd</sup> & 4 <sup>th</sup> quarters. Last minute of extra period.
Length of Time for a Free-Throw	10 Seconds
Number of Players Permitted on Free-Throw Lane	Offense 3 (including the shooter) Defense 3
Foul Out	5 fouls
Substitutions	Substitutions at the middle of 1st, 2nd and 3rd quarter. 4th and extra period and coaches discretion
Advancement of Ball after a Timeout	N/A



# Ages 18 and Under

## Equipment & Court Specifications

Topic	Rule
Size of Ball	Girls size 6 (28.5") Boys size 7 (29.5")
Height of Basket	10'
Size of Court	Varies by facility
Distance of 3-Point Arc	Varies by facility
Free Throw Line Distance	15'

## Game Structure

Topic	Rule
Game Length	Four 8 minute quarters with a running clock
Time Between Periods	1 minute, halftime 3 minutes
Extra Period(s)	4 minutes running clock
Scoring	Free Throw: 1 point, all field goals: 2 points, field goal outside 3-point arc: 3 points.
Timeouts	Two 60 second timeouts per half. Unused timeouts do not carry over to next half or extra period. One 60 second timeout granted for each extra period.
Start of Game Possession	Jump Ball

## Game Tactics

Topic	Rule
Playing Time	Equal playing time 1st through 3rd quarter
Set Defense	All defenses allowed
Pressing/Trapping Defense	Player to player defense may be extended full court for the entire game. No trapping. Defense cannot extend over half court when leading by 20.
Double-Team/Crowding	Allowed
Stealing from the Dribbler	Allowed
Screening	Allowed

## Highlighted Game Play Rules

Topic	Rule
Backcourt Timeline	10 Seconds
Shot Clock	N/A
5 Seconds Closely Guarded	Yes
Clock Stoppage	Timeouts and injuries and last minute of 2 <sup>nd</sup> & 4 <sup>th</sup> quarters. Last minute of extra period.
Length of Time for a Free-Throw	10 Seconds
Number of Players Permitted on Free-Throw Lane	Offense 3 (including the shooter) Defense 3
Foul Out	5 fouls
Substitutions	Substitutions at the middle of 1st, 2nd and 3rd quarter. 4th and extra period and coaches discretion
Advancement of Ball after a Timeout	N/A



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