

**Northeast Georgia Basketball League (NEGBL)**  
**(Banks, Barrow, Commerce, Madison, Jackson, Jefferson)**  
**Youth Basketball**

I. **Governing Authority:** The Governing body of each division shall be the Northeast Georgia Basketball League. Final authority on all actions and appeals lies with the staff of the Parks and Recreation Departments represented in the league.

II. **General Information:** Age Control date will be September 1<sup>st</sup> of current year. Divisions will be:

Co-ed Instructional	Ages 5-6
Pee-wee	Ages 7-8
Mite	Ages 9-10
Midget	Ages 11-12
Junior	Ages 13-14
Senior	Ages 15-17

***Once teams are formed, no changes will be permitted.***

III. **Rules:** NEGBL will follow the rules and guidelines of the Georgia Recreation and Parks Association and GHSA with the following exceptions or additions listed below.

**General Rules:**

1. Players must wear provided team uniform and soft soled shoes. No jewelry of any kind may be worn during games. If the jewelry cannot be removed, then it must be covered with a secure wrapping of athletic tape and/or band-aids. Any shirt worn under the jersey must match the primary color of the jersey. If a team has a reversible jersey, that team must have two different color undershirts.
2. Officials will govern all game play, on court activity, and any outside interference that may disrupt a game. Officials/Staff have the authority and responsibility to warn, and if necessary, remove any person or persons from the facility.
3. Any player or coach who is ejected from a game will be automatically suspended from the next two (2) games, and may be ineligible for all-star competition.
  - a) if any coach or player receives two (2) technical fouls in a game, he or she will be **automatically ejected** from that game.
  - b) any coach or player who accumulates three or more unsportsmanlike technical fouls during the course of the season, he/she will be **ineligible for all-star competition** and may be subject to disciplinary action, including suspension and/or expulsion from participation for the remainder of the season.
4. Only **two** (2) coaches and one team scorekeeper are allowed on the team bench. All other persons are to be located in the spectator section of the facility. Any spectator coming onto the court before, during or after a game causing a disruption will be subject to a minimum of one (1) week suspension from attending league games. Further penalties may be imposed at the discretion of the agency staff.
5. A team must have four (4) players to start a game. The opposing team is not required to play less than five (5) players. Teams may play with a minimum of 2 if other players foul out.
6. Coaches are responsible for playing all players the required time. If a player continuously misses practice without reason, that player may be exempt from playing requirements – coaches must advise and receive approval from the Recreation Department should this occur. Wednesday and Sunday practices **cannot be mandatory practices**.
7. Players are limited to three (3) events (games or practices) per week on nights preceding a school day.
8. Any coach removing his/her team from playing prior to the conclusion of a game may be subject to immediate suspension.
9. **Start of game:** for ages 8U and up will begin with a jump ball  
for 6U, see age specific rule

**10. Playing Requirements:** each player is required to play 15 minutes per game. Teams not adhering to this rule will be subject to discipline on the head coach and possible forfeit of the game.

**a) Goal Height:** 6U will be at 8'

8U-10U will be at 8.5'

12U and up will be regulation

**b) Ball Size:** 6U is 27"

8U – 10U boys is 28.5

12U-17U boys is regulation size ball

All girls' leagues will use 28.5" ball.

**c) Length of Game:** two, 20 minutes halves with running clock.

Clock will stop ONLY for timeouts and injuries. (clock will not stop on free throws). Duration of "halftime" will be 5 minutes.

**d) Free Throws:**

8U will be at 12'. Player must start the free throw with both feet behind the line. A player may cross the free throw line during the process of shooting with NO Violation.

10U and up will be at 15'

**e) 8U backcourt press is not allowed** until the last minute of each half. defense is allowed until a team has a 15 pt. lead, defense must go back inside 3-point line.

Half-court

**f) Clock:** ages 8U and up, during the last **two (2) minute** of each half, the clock will stop on every whistle

**g) Press rule:** a team up by 15 pts. may not press in back court.

**11. Time Outs:** each team has (5) time outs per game (3-full, 2-30 second time outs).

**12. Mercy Rule** (all ages) – If a team has a **15-point** lead in the 2<sup>nd</sup> half, the clock will run continuously, stopping on time-outs and injuries only. If the losing team cuts the lead to ten points or less, then the clock will run as normal.

**13. "Bonus":** 7<sup>th</sup> team foul in a half will result in 2 free shots. Team fouls will re-set each half.

#### IV.

#### Overtime Rules:

If the game is tied at the end of regulation play for ages 10U and up;

**a) 2 minute overtime;** If the game is tied at the end of one overtime, it will remain a tie.

**b) Jump ball** will start the overtime period with regulation clock, clock stops on every whistle

**c) Each teams' timeouts carry over** and each team is given one additional timeout

**d) Bonus carries over;** 7<sup>th</sup> team foul will shoot 2 shots

**e) NO Overtime** applies to ages 6U and 8U