



Oakleaf Sports Association, Inc.

Home of Oakleaf Baseball, Softball, Football, and Cheerleading
3979 Plantation Oaks Blvd Orange Park, FL 32065

Youth Basketball Rules Winter 2017

General Playing Rules

All OSA basketball games are governed by the high school basketball rules as adopted by the National Federation of High Schools (NFHS), except as expressly modified by these OSA Basketball Rules Governing the Play of Games and any other publication released by OSA and/or posted to the website. No distinction is made between "boys" and "girls" rules except for the size of the official ball. Any conflict between OSA rules and NFHS (high school) rules will be governed by the OSA rules.

Half time will be 3 minutes. There will be a 1 minute break between quarters.

Mercy Rule. If any team develops a 30 point lead over the opposing team, the game clock will become a running clock for the remainder of the game. The clock will begin to run immediately as the 30th point is scored and will ONLY stop at the discretion of the officials. Once a game has a running clock due to the mercy rule, the clock WILL remain running clock for the entire game, regardless if score differential decreases to less than 30 points.

Failure to Participate in Practice. If a player consistently fails to attend team practices and the Coach needs to invoke discipline under this rule, no minimum playing time applies to that player, provided the Coach notifies the Commissioner who will then notify the Basketball Director, and obtains clearance, in writing, from the Basketball Director to invoke this rule at least one day prior to day of the game. The Basketball Director must also notify the opposing Coach and the referee coordinator prior to the start of the game. The Coach should also make a note in the scorebook indicating this rule has been invoked.

Uniform Alterations are Prohibited. No player or team may alter their uniform jersey in any way. Players may not wear jewelry of any kind, including rings, watches, bracelets and earrings with the exception of stud earrings covered by tape or a bandage. Hard casts are not permitted, no matter what material is used to cover them. Alterations include, but are not limited to, cutting, intentional tearing or shortening the jersey, adding individual or team names or nicknames, altering numbers on the jersey, and drawing or adding any substance or material to the jersey. Any player(s) arriving at the game with an

altered jersey will not be permitted to play unless an acceptable team jersey is available.

6U Playing Rules

- a. Game will be played on an 8 ft. basket, and is played 3 v 3 players.
- b. Four 8 minute quarters with a running clock. Clock will stop on all dead balls in the last 2 minutes of the 4th quarter.
- c. Each player must play a minimum of one unbroken quarter. An unbroken quarter is one in which a player starts the quarter and is not substituted for throughout the quarter. Two "half" quarters do not equal one unbroken quarter.
- d. Substitutions can only be made at end of each quarter. In event of injury, mid quarter substitutions may be made.
- e. Two technical fouls in one game will result in an ejection and player will be considered for suspension of the next game. Two ejections will result in disqualification from league play for the rest of the season.
- f. Beginning of each quarter, ball inbounded from side, alternating possession. Away team gets first possession.
- g. All teams must have at least three players to begin a game.
- h. No jewelry can be worn during game play.

Offense

- a. Offense has ten seconds to advance ball to half-court.
- b. To allow the game to be played, double-dribbling and traveling are left to the discretion of the official. If the official does call a violation the official will explain the violation. Violation does not result in a turnover; team keeps possession.

Defense

- a. No double teaming. Man-to-man defense only.
- b. No pressing, defense must set up at half court before offense advances.
- c. The defense cannot steal the ball from the ball handler; steals only on the pass.
- d. No shot blocking; hands can be straight up and result in a block.

8U Playing Rules

- a. Game will be played on a 8 ft. basket, and is played 4 v 4 players.
- b. Four 8 minute quarters with a running clock. Clock will stop on all dead balls in the last 2 minutes of the fourth quarter.
- c. Each player must play a minimum of one unbroken quarter. An unbroken quarter is one in which a player starts the quarter and is not substituted for throughout the quarter. Two "half" quarters do not equal one unbroken quarter.
- d. Substitutions are unlimited but must be made during a dead ball and must be official.
- e. Two technical fouls in one game will result in an ejection and player will be considered for suspension of the next game. Two ejections will result in disqualification from league play for the rest of the season.
- f. Two shot free throw for technical fouls.
- g. Beginning of each quarter, ball inbounded from side, alternating possession. Away team gets first possession.
- h. All teams must have at least four players to begin a game.
- i. No jewelry can be worn during game play.

Offense

- a. Fast breaks cannot be made until the 4th quarter. Defense must set up at half court before offense advances.
- b. Offense has ten seconds to advance ball to half-court.
- c. Any offensive player is allowed 5 seconds in the lane.
- d. Double dribble and traveling result in a turnover.

Defense

- a. The defense cannot steal the ball from the ball handler; steals only on the pass.
- b. No shot blocking; hands can be straight up and result in a block.
- c. Defense must set up at half court before offense advances.

10U Playing Rules

- a. Game will be played on a 10 ft. basket.
- b. Four 8 minute quarters with a running clock. Clock will stop only for time outs and shooting fouls. If game is tied at the end of regulation, a 2 minute overtime will be played.
- c. Each team will receive two 30-second time-outs per half. Time-outs cannot be carried over into the second half. One 30 second time out in event of overtime.

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- d. Each player must play a minimum of one unbroken quarter. An unbroken quarter is one in which a player starts the quarter and is not substituted for throughout the quarter. Two "half" quarters do not equal one unbroken quarter.
- e. Substitutions are unlimited but must be made during a dead ball and must be official.
- f. Two technical fouls in one game will result in an ejection and player will be considered for suspension of the next game. Two ejections will result in disqualification from league play for the rest of the season.
- g. Each player is allowed 6 personal fouls a game.
- h. Two shot free throw for technical fouls.
- i. Two free throws are shot for a shooting foul.
- j. Four players required to begin a game.
- k. Game will be begin with jumpball, then alternating side out afterwards.
- l. No jewelry can be worn during game play.
- m. Bonus free throws will be awarded on the 7th team foul of each half and all subsequent fouls.
- n. On the 10th team foul and all additional fouls in the half, the team will be awarded 2 free throws, instead of bonus free throws.
- o. The thrower has 10 seconds to attempt a shot, this applies for each throw.
- p. Free throws are awarded for defensive fouls only.

Offense

- a. Fast breaks are allowed unless winning team is leading by 10 or more points. Trailing team may run fast break.
- b. Offense has ten seconds to advance ball to half-court.
- c. Any offensive player is allowed 3 seconds in the lane.
- d. Double dribble and traveling result in turnover.

Defense

- a. Pressing is allowed unless winning team is leading by 10 or more points. Trailing team may press.
- b. Steals are allowed from the dribbler and the pass.
- c. Defense may block shots.

12U & 14U Playing Rules

- a. Game will be played on a 10 ft. basket.

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- b. Four 8 minute quarters with modified clock rules. Clock will stop for time outs and dead ball fouls. If game is tied at the end of regulation, a 2-minute overtime will be played.
- c. Each team will receive two 30-second time-outs per half. Time-outs cannot be carried over into the second half. One 30 second time out in event of overtime.
- d. Each player must play a minimum of one unbroken quarter. An unbroken quarter is one in which a player starts the quarter and is not substituted for throughout the quarter. Two "half" quarters do not equal one unbroken quarter.
- e. Substitutions are unlimited but must be made during a dead ball and must be official.
- f. Two technical fouls in one game will result in an ejection and player will be considered for suspension of the next game. Two ejections will result in disqualification from league play for the rest of the season.
- g. Each player is allowed 5 personal fouls a game.
- h. Two shot free throw for technical fouls.
- i. Two free throws are shot for shooting fouls.
- j. Four players required to begin a game.
- k. Game will be begin with jumpball, then alternating side out afterwards
- l. No jewelry can be worn during game play.
- m. Bonus free throws will be awarded on the 7th team foul of each half and all subsequent fouls.
- n. On the 10th team foul and all additional fouls in the half, the team will be awarded 2 free throws, instead of bonus free throws.
- o. The thrower has 10 seconds to attempt a shot, this applies for each throw.
- p. Free throws are awarded for defensive fouls only.

Offense

- a. Offense has ten seconds to advance ball to half-court.
- b. Any offensive player is allowed 3 seconds in the lane.
- c. Double dribble and traveling result in turnover.
- d. Fast breaks are allowed at all times.

Defense

- a. Pressing is allowed at all times.
- b. Steals are allowed from the dribbler and the pass.
- c. Defense may block shots.