

**Cockeysville Recreation Council**  
**9/10-Year-Old Girls Basketball League Rules**

## Objective

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The objectives of the 9/10-Year-Old Girls Basketball league are to create an environment that is fun and has a stronger focus on incorporating basketball fundamentals and getting players more experience for competitive gameplay. This is still a developmental league, so teaching players the basics of offense and defense, teamwork, sportsmanship, and most importantly to have fun while playing basketball is the goal. All participants are expected to review and abide by the rules outlined below.

Our expectations of all participants:

- Players will try their best, will listen to their coaches, will encourage their teammates, and will have fun!
- Coaches will create a learning environment on the court, will focus on developing fundamentals, will be fair, and will foster fun!
- Parents and other fans will offer **positive reinforcement**, will allow the coaches to coach, and will cheer loudly for all players!

## Specifications and Standards

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<b>Size of Ball:</b>	Size 5 / 27.5" or 6 / 28.5"	<b>Court Size:</b>	Full-court	<b>Height of Basket:</b>	9'
<b>Scoring &amp; Refereeing:</b>	Score is officially kept, and games are officiated by referees.				
<b>Game Length:</b>	Four 8-minute quarters with running clock. During the final two minutes of each half, the clock will be stopped on all whistles. Halftime will be no more than five minutes. Substitutions will occur at the start of every quarter and there will be a substitution midway through each quarter around the 4-minute mark. Games should start no later than 10 minutes past the hour.  In the event of a tie score, there will be <b>no overtime period</b> , with the exception of playoffs. During a playoff game a 2-minute overtime period will be added. If tied at the conclusion of OT, then a final extra period will be played for the first team to score at least 2 points. The first team to score 2-points will be declared the winner.				
<b>Game Play:</b>	The game will be played 5 vs. 5. Teams can play with <u>four</u> players.				
<b>Start of Game:</b>	Jump ball.				
<b>Scoring:</b>	No three-point field goals.				
<b>Time Outs:</b>	Two 30 second timeouts per team, not including any official timeouts (ex: injury timeout).				
<b>Substitutions:</b>	At the start or midway point of each quarter, except for injury or, on a player's second personal foul during a quarter at coach's discretion.				

## Game Tactics

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<b>Playing time:</b>	Equal playing time for all players. Guidelines: No player can play three periods until all players have played two periods. No player can play four periods until all players have played three periods (etc).		
<b>Defense:</b>	Man-to-man defense. Zone defense is not appropriate for younger ages of players. Players double teaming or playing zone will result in a team foul.		
<b>Press:</b>	Not allowed. Defensive players must return to their defensive half-court.		
<b>Defensive area:</b>	Defensive play may only occur inside their defensive half-court. A loose ball can be grabbed by either team if no possession has been established. <i>See Notes on Mercy Rule</i>		
<b>Double-teaming:</b>	Not allowed out of the lane (though certain areas like near the basket, might lead to situations where players are in close proximity to each other). Players can play help defense if they are not creating a defensive trap. Players purposely double teaming will result in team foul.		
<b>Stealing from dribbler:</b>	*Allowed. If a team gains a lead of more than 15 points, the leading team will not be permitted to steal active dribbles from the offense. <i>See Notes on Mercy Rule</i>		
<b>Blocking a shot:</b>	Allowed	<b>Stealing on the pass:</b>	Allowed

## Infractions

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<b>Personal Fouls:</b>	Players will foul out of the contest on their 5 <sup>th</sup> personal foul. If a player commits two fouls during a single quarter of play, that player may be substituted out of the game during their period at the coach's discretion (see Notes).	
<b>Team Fouls:</b>	At the 5 <sup>th</sup> team foul of a half, a two-shot penalty will be awarded.	
<b>Free Throws:</b>	The Foul Line is approximately 1 foot in front of the official foul line. It should be in line with the final hash-mark on the lane. Players must stand on or behind the foul line on all free throw attempts. They may jump over the line on the release of the shot. Players lined up for foul shots may enter the lane on the release of the ball. If the ball does not touch the rim on the shot, the ball will be ruled dead and turned over to the defense.	
<b>Double Dribble:</b>	Enforced	<b>Traveling:</b> Enforced
<b>Time Limits:</b>	<b>Inbounds:</b> 5 seconds	<b>Backcourt:</b> 10 seconds
	<b>Lane:</b> Not Enforced	<b>Closely Guarded:</b> 5 seconds (only when offensive player is holding the ball)
<b>Over and Back:</b>	Enforced	<b>Inbounding:</b> Defense can guard players if inbounding within the defensive area.

## Notes

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- Parents, players, and coaches, please plan to arrive at games at least 10 minutes prior to the scheduled game time. Games can be played once 4 members of a team are present. Teams may play either 5 on 4 or 4 on 4 depending on what the coaches decide.
- If a player receives two fouls during a quarter, the coach may decide to remove the player for part or the entire portion of the quarter depending on the time remaining in that quarter. This is up to the coach's discretion.  
During a temporary substitution, the coach may discuss the reason for the foul and reiterate the correction that is expected. The coach may substitute that player back in for the same player that entered the game.
- If girls are playing rough and demonstrating poor sportsmanship that is disrupting the game or deliberately fouling as determined by the coaches or referees, they will be taken out of the game, regardless of the number of fouls they have previously received. This should only occur in rare instances, but please focus on sportsmanship and safety above all else.
- Only coaches and players are permitted on the team side of the court. All other spectators should take the seats on the opposite side of the court.
- At the conclusion of each game, please try to leave benches, stands, and gym quickly for the next teams to take the floor. Please clean up after yourself. **NO FOOD IS ALLOWED IN THE GYM.** Please no drinks that are not in sealed bottles.
- Mercy Rules:** If a team is leading by a score of **more than 15 points**, two adjustments must be made by the leading team.
  - Defense must retreat to behind the defensive 3-point arc.**
  - No defensive steals on the active dribbler.** Steals can be made on the pass, loose ball, or if the dribbler has lost control of the dribble (i.e. the ball bounces off their shoe directly into the hands of the defense)
- Failure to follow these mercy rules will result in a foul against the defensive player.**
- Mercy Rules stay active until the score differential is reduced to 10 points.**
- Coaches and Parents should review gameplay concepts (such as getting back on defense). All participants are expected to understand and abide by the rules.
- All coaches are volunteers. Please be respectful of their time and willingness to help develop your players. Please be respectful to all players, coaches, referees, and spectators. Above all, we all contribute to creating a positive experience for our players. Please think of ways that you can make this season fun for all of us.

## Contacts

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Please visit [crcbasketball.com](http://crcbasketball.com) to find age group commissioner(s) and league coordinator

**CRC Girls Basketball Coordinator: Andrew Bright**

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