Perry Leisure Services Youth Basketball Rules

(Update November 2026)

The age control date is PRIOR to September 1st. The age of each participant on this date will determine which division he or she will be able to participate in. A birth certificate is mandatory for each participant.

Age Classifications:
6 & Under (5-6)
8 & Under (7-8)
10 & Under (9-10)
12 & Under (11-12)

Perry Leisure Services strive to provide the community with **RECREATION** opportunities that enhance their physical, social and emotional well-being in a cost-effective manner according to the needs of all citizens. The City of Perry Leisure Services Department is dedicated to offering residents quality and safe **RECREATIONAL** programs and services that lend itself to team building, enriching people's lives and contributing to the total development of families and their well-being. Discovers what the Leisure Services Department has to offer by exploring our City's Website information http://www.perry-ga.gov/government

Once a player has been drafted or assigned, he/she may not drop off the team that he/she has been drafted by/assigned to and requested to be placed in the player's pool (waiting list). Once a player drops, he/she is completely out of the program for the remainder of the season. **NO REFUND.**

A player registered after his/her league is filled, and/or any late registrant shall be placed in the players pool (waiting list) and will be assigned by Perry Leisure Services on a first-come, first-serve basis with Perry residence taking precedence.

Absences Coaches are required to notify Perry Leisure Services when a player misses three (3) consecutive practices or games. The Department will review and investigate the reason for the absences. Following the investigation, the Department may require the player to attend the next scheduled practice or participate in at least one (1) quarter of the next game. Perry Leisure Services reserves the right to determine appropriate disciplinary action based on the circumstances, up to and including dismissal from the league.

Our Basketball program is played in accordance with the Georgia High School Association with modified changes to ensure the fundamentals for different age groups. Practices and games will be played at: Perry Middle School, Mossy Creek Middle School, Rozar Park, and any other Local Partnering Facilities. The age groups **4U and 6U will receive a uniform and an end of the season**

trophy from the Athletic Department. The age groups 8U-12U will receive a uniform from the Athletic Department. Recreation programs are coached by COMMUNITY VOLUNTEERS.

Age groups will be 5-6 co-ed, 7-8 boys & girls, 9-10 boys & girls and 11-12 boys & girls. We, the staff, ask for your full cooperation and understanding during the basketball program in uniting the youth for the purpose of teaching good sportsmanship and fun. Learning is gained from winning or losing.

We recommend that you take the time to read the attached rules so that you might better understand policies and procedures in the program in which your child participates.

Selection of players:

1. **HEAD** coach's child and **(1) assistant coach** child will be placed on their team.
2. Coaches have the **OPTION** to attempt to draft prior players but that is not guaranteed.
3. Team assignments will be determined by the draft system. Parent accommodation requests are subject to review and are not guaranteed. Requests will not compromise competitive balance or interfere with coaches' draft selections. The draft process takes priority
4. Drafting of players will be conducted at a time and place designated by the Athletic Department. Draft policies will be followed.
5. **No** trading of players will be allowed.
6. Only (2) representatives per team will be allowed to attend drafts.

General Rules:

1. All Leagues will be governed by rules of the Georgia High School Association and National Federation with the exceptions specified in the rules listed below.
2. Any player or coach acting in an unsportsmanlike manner of any way that would prove detrimental to the league, players, officials or spectators will be subject to disciplinary action by Perry Leisure Services (PLS).
    a. Language unbecoming the league (Foul Language, Abusive, Vulgarity)
        i. 1st Offense – Warning
        ii. 2nd Offense – Suspension – must leave facility immediately.
        iii. 3rd Offense – Expulsion from league
    b. Fighting – Suspension for the season.
    c. Touching or striking an official or player - suspension indefinitely.
    d. Minor unsportsmanlike conduct – (arguing)
        i. 1st Offense – Warning

ii. 2nd Offense – Suspension from game plus next game. Must leave facility immediately and cannot attend next game or be in the facility.

e. Damage to PLS property or alternative gym space – suspension from game plus next game. The parent/guardian will be held liable for the cost of repairs/damages.
f. A player or coach may not talk to an opponent in a taunting or belittling fashion while the ball is in play. The penalty for this violation is a technical foul.
g. Coach Decorum –technical foul administration- coach receives 1st technical foul he/she loses the privilege of standing and must sit down. Second technical foul, coach is ejected from the game and gym. Assistant coach now coaches from sitting position.
h. Any coach/player having 2 technical fouls called during the game will be ejected from the game and gym. A second offense will warrant (1) game suspension of the offender, (3) for the duration of the season. The suspension will carry over into any post-season tournaments.

3. The following points of emphasis will result in ejection from a game.
   a. Attempting to deliberately hurt another player.
   b. Charging or yelling at officials about calls.
   c. Improper bench conduct.
   d. **NO DUNKING** is allowed in any league. This includes prior to game, during and after games.
4. Grace period: There will be a five (5) minute grace period for the FIRST GAME ONLY. The grace period will be allowed only if five (5) players are not present at game time. A team may participate with four (4) players to start the game and may finish with as few as two (2) if there is a chance to win the game; otherwise, the game will be a forfeit. **Shorthanded rule: If a team does not have 5 players at game time, both teams will play down 4v4. This rule does not apply if teams start out 5v5 and someone fouls out.**
5. Lineups will be entered into the score book prior to the game by PLS staff. It is the coaches' responsibility to designate starters and let the scorekeeper know who is not in or at the game.
6. **Coaches make sure your players have lined up to be marked in the official scorer's book.**
7. Each player must play **2 FULL entire quarters, the quarters do not have to be consecutive.** Minutes **CANNOT** be broken up to make a quarter being played. Any player who sustains an injury on the floor during play the quarter will be counted as a full quarter for participation-tracking purposes. Player(s) will not be allowed to continue the game if injured.
8. Games will consist of four (4) quarters of six (6) minutes in 6U & 8U, seven (7) minutes 10U, eight (8) minutes in 12U. The clock will run continuously with the following exceptions:

a. Team Timeouts
b. Shooting Fouls
c. Injuries
d. Officials Time outs
e. Exception: GHSA regulation clock last minute of each quarter.

9. Players are required to always wear gym shoes.
10. No jewelry is allowed (earrings, rings, watches, etc.) If a player just had their ears pierced, earrings MUST be taken out or covered before they may play. This is a safety issue for all who are playing.
11. Teams are allowed four (4) timeouts per game. If timeouts remain, they will be carried over to the overtime period(s).
12. Teams will shoot free throws on the 5th team foul and (2 Shots) automatically. The clock will start as soon as the referee hands the foul shooter the ball for the second shot.
13. Overtime periods will consist of three (3) minutes for 8u, 10u, and 12U. Initial 2 minutes will be running clock, 1 minute regulation. Each overtime period teams will receive one (1) timeout. Unused game time-outs may be carried into the overtime period. (After double overtime the game will go to the 1st team to score).
14. **Only one coach may stand in the coach's box, the second coach must remain seated during the game. Both coaches may stand during timeouts only. This rule will be strictly enforced.**
15. **The Perry Leisure Services Department has the authority to permanently suspend any player, coach, or spectator who is considered detrimental to the program.**

Special League Rules
5 & 6U Mini-Mites

This is a **FUNAMENTAL TRAINING PROGRAM,** and **NO SCORE IS KEPT.** The league has been formed to teach fundamentals for the next age group.

1. Games will be played on 8 ½ ft. goals.
2. Ball size: 6U- 27.5
3. Games will be (4) 6-minutes quarters. A 5-minute running clock. The clock will only stop for called time outs, referee's time outs, and while the team is lining up for a free throw shot.
4. The regulation three-point line will be used.
5. Free throws will be attempted from the 11ft. line (the white line).
6. 6U League players will be allowed to double dribble but not triple dribble, if that happens walking should be called.
7. Shuffling of the feet will not be called walking. Any player taking excessive steps while in possession of the ball will be called for walking.
8. Five (5) seconds in the lane will be a violation, instead of three (3) seconds.
9. Personal and Technical fouls will be called by GSHA rules.

10. After a timeout is called in the backcourt, the ball will be put in play at the center line and must be thrown into the front court. After a **time** out is called in the front court the ball must be put into play at the point closest to where the timeout was called, and it must be thrown into the front court.
11. A ten (10) second rule shall be enforced. That is if a team holds the ball without advancing towards the basket for ten (10) seconds the official will stop the clock and tell them to play ball. If the team continues to not advance the ball the official shall stop play and reward the ball to the offended team.
12. **League will play by a NO fast break rule, and No pressure will be allowed in the back court at any time.** When a ball is turned over, play shall slow down allowing the defensive team to get into position.
13. **Defense Required is man-to-man.** Your defense should be set up inside the three-point arch. **Coaches must continually remind players whom they are guarding and to move to guard the player and not the ball.** Each player is to guard one offensive player. They can switch off but cannot do the double team. Once a shot is taken players are not restricted by the man-to-man defense. **NOTE:** Anytime the defense goes out of the three-point arc, the official should stop play and move them back. The defense player can attack the ball once it is inside the three-point arc. The first time the defensive player goes out of the key he/she will be given a warning. The second time this happens the offense will be awarded one free throw shot and given the ball back. The ball will be taken out at half court.

14. Please remember that in this league you are dealing with young basically inexperienced basketball players. Try to exercise patience and understanding in coaching these age groups. **Verbal abuse will NOT be tolerated by coaches or fans.**

7&8 Mighty-Mite Rules
8U

1. Only the first game will have a grace period of five minutes. Game time is forfeit time. Officials **DO NOT** make forfeit/cancellation determinations. Recreation Staff approve all forfeits before it becomes official.
2. The games consist of (4) 6 minutes quarters / 3-minute overtime. ***A running clock will be used for the first 5 minutes of EACH quarter***. Clock will stop only for time-outs and while a team is lining up for free throws. The clock will **start** as soon as the shooter **receives** the ball on the second shot. At the last minute of each quarter, we play by GHSA rules.
3. **Team Fouls (Bonus):** 5 team fouls each quarter – 2 shots (GHSA Rules)
4. Games will be played on 8 ½ ft. goals.
5. Ball size: 8U – 28.5
6. The regulation three-point line will be used.
7. Free throws will be shot from the 11ft. line.

8. A 5 second violation will be called in the lane.
9. Double-Dribbling, walking, etc., in the frontcourt is a violation and possession will be awarded to the opposing team.
10. Personal and Technical fouls will be called by GSHA rules. Please make sure that your assistant coach keeps up with the players and team fouls. However, you may ask the official table of your team ONLY.
11. A (10) second rule shall be enforced. That is if the team holds the ball without advancing towards the basket for (10) seconds the official will stop the clock and tell them to play ball. If a team continues to not advance the ball the official shall stop play and reward the ball to the offended team.
12. **The League will play with no fast break rules.** You cannot outlet pass until you cross half court, however one may dribble the entire length of the court. When a ball is turned over, play shall slow down allowing the defensive team to get into position.
13. **8U – Teams can ONLY full court press the last (1) minute of the 4th quarter!!!**
14. Defense can be man to man or zone of any type. The defense may guard the offensive players when they cross center court **UNLESS** the defensive team is ahead by 10 or more points. Defense must **THEN** play inside the three-point line until the score difference is less than 10 points.
15. When a defensive player has established clear possession of the ball on a rebound, they become the offense and cannot be guarded until they cross the center court line. The first violation will be a warning and any other violation after that will be a one-shot technical foul and possession of the ball.
16. **Mercy rule if any team is ahead by twenty (20) or more points at the beginning of the 3rd or 4th quarter, there will be a running clock, only stopping for time-outs, injuries, and officials' time-outs.** If the losing team gets within ten points, the clock will return to regulation. **During the game no team can apply pressure in the back court unless the team is behind and back within (10) points. If this rule is NOT followed the referee will stop the game and give a team warning. The second offense will result in a technical foul and the ball being rewarded to the offended team.**

9&10 Midget Boys & Girls Rules

1. Only the first game will have a grace period of five minutes. Game time is forfeit time. Officials **DO NOT** make forfeit/cancellation determinations. Recreation Staff approve all forfeits before it becomes official.
2. The game will consist of (4) 7-minute quarters / 3-minute overtime. ***A running clock for will be used for the first 6 minutes of EACH quarter.*** Clock will stop for time-outs and while teams are lining up for free throws. The clock will **start** as soon as the shooter **receives** the ball. At the last minute of each quarter, we play by GHSA rules.

3. Games will be played on 10ft. regulation goals.
4. Ball size: 28.5
5. The regulation three-point line will be used.
6. All violations fouls, traveling, double dribbling, 3 seconds will be called in accordance with GHSA Rules. However, it is up to your assistant coach to keep up with the stats of your players' fouls and team fouls. You may ask the official scorers table the foul counts of your team ONLY.
7. Free Throws will be shot from 15ft. regulation free throw line. **New team foul counts and free throws: Team bonus begins on the 5th team foul of each quarter, only 2 shot free throws.** The clock will start as soon as the referee hands the foul shooter the ball for the second shot. Team fouls "zero" out to start each subsequent quarter.
8. Personal and Technical fouls will be called in accordance with GHSA rules.
9. Teams allowed 4 time-outs **per game** and 1 time-out for each overtime period. Unused time-outs may be carried into the overtime period.
10. The ties will be broken by a 3-minute overtime period. Initial 2 minutes will be running clock and 1 minute regulation. Each overtime period teams will receive one (1) timeout. Unused game time-outs may be carried into the overtime period. (After double overtime the game will go to the 1st team to score).
11. **Boys**: Full Court exception: pressure will be always allowed during the game, except if the team is up by 10. Mercy Rule (see below). **Girls**: Teams may only full court press the last two (2) minutes of the 2nd & 4th quarters, only if they're down by (10). They may play in the back court during overtime.
12. **Mercy rule if any team is ahead by twenty (20) or more points at the beginning of the 3rd or 4th quarter, there will be a running clock, only stopping for time-outs, injuries and officials' time-outs.** If the losing team gets within ten points, the clock will return to regulation **During the game no team can apply pressure in the back court unless the team is behind and back within ten (10) points. If this rule is NOT followed the referee will stop the game and give a team warning. The second offense will result in a technical foul and the ball being awarded to the offended team.**

(11-12) Boys and Girls

1 Only the first game will have a grace period of five minutes. Game time is forfeit time. Officials **DO NOT** make forfeit/cancellation determinations. Recreation Staff approve all forfeits before it becomes official.

2 Games will consist of (4) 8-minutes quarters/ 3-minute overtime. ***The first 7-minutes will be a running clock***. The clock will stop only for time-outs, and while teams are lining up for free-throws. The clock will *start as soon as the shooter receives the ball*. This league will be called in accordance with the GHSA rulebook.

3 Games will be played on 10ft. regulation goals.
4 Ball size: 28.5 (Girls) / 29.5 (Boys)
5 The regulation three-point line will be used.
6 All violations fouls, traveling, double dribbling, 3 seconds will be called in accordance with GHSA Rules. However, it is up to your assistant coach to keep up with the stats of your players' fouls and team fouls. You may ask the official scorer's table the foul counts of your team ONLY.
7 Free Throws will be shot from 15ft. regulation free throw line. **New team foul counts and free throws: Team bonus begins on the 5th team foul of each quarter, only 2 shot free throws.** The clock will start as soon as the referee hands the foul shooter the ball for the second shot. Team fouls "zero" out to start each subsequent quarter.
8 Personal and Technical fouls will be called in accordance with GHSA rules.
9 Teams allowed 4 time-outs **per game** and 1 time-out for each overtime period. Unused time-outs may be carried into the overtime period.
10 The ties will be broken by a 3-minute overtime period.
Initial 2 minutes will be running clock, 1 minute regulation. Each overtime period, teams will receive one (1) timeout. Unused game time-outs may be carried into the overtime period. (After double overtime the game will go to the 1st team to score).
11 The assistant coach shall keep stats of their own players and team fouls however you may ask the official scorers table the foul counts of your team **ONLY**. Please make sure that your players have followed the mandatory playing time rule.
12 **Boys/Girls**: Full Court exception: pressure will be allowed during the game, except if the team is up by 10 then players must fall back. Mercy Rule (see below).
13 Mercy rule if any team is ahead by twenty (20) or more points at the beginning of the 3rd or 4th quarter, there will be a running clock, only stopping for time-outs, injuries and officials' time-outs. If the losing team gets within ten points, the clock will return to regulation **During the game no team can apply pressure in the back court unless the team is behind and back within ten (10) points. If this rule is NOT followed the referee will stop the game and give a team warning. The second offense will result in a technical foul and the ball being awarded to the offended team.**

Tie Breaking System

The following criteria will be used to break ties of two or more teams with the same overall record in the final standing of the regular season for any youth sport sponsored by PLS.

To Determine League Championship

Two teams: Head-to-head competition will be used as the first criteria. If head-to-head competition is still a tie, a one (1) game playoff will be used to break the tie, if necessary for tournament seeding, and otherwise co-champions will be declared. Head-to-head competition is won-loss record among those tied. Total points scored in games or margin of victory will be factors in settling ties.

Three or more teams: Head-to-head competition between teams involved in the tie will be the first criteria. If head-to-head competition is still a tie, a single elimination playoff will be played if necessary for tournament seeding otherwise co-champions will be declared.

To Determine Any Place Other than 1st Place

Two Teams: Same procedure as above except there will be no playoff game. A draw from a hat will be used only to determine positions in a post-season tournament if necessary.

Three or more teams: Same procedure as above except there will be no playoff game. A draw from a hat will be used only to determine positions in a post-season tournament if necessary.

Example: Positions for a single elimination tournament will be drawn from a hat. Brackets will be prepared, and positions numbered 1 through whatever…top to bottom. Each team will have its name written on it and placed in a hat. Teams will be placed on brackets as they are drawn from a hat. The first team drawn will receive position one, second team position two, etc.

All Star Players and Coaches will be determined by Perry Leisure Services

Team Messaging

The **Band App** will be our official platform for communication. The goal is to protect privacy, while providing effective communication. Additional features: Shared Scheduling, Photos, & Videos.

1. Download the Band App on your phone (Apple or Android Phone)

2. Create Band Group (Team Name/Sport)
3. Invite parents to Band App via link.
4. Add Perry Leisure Services to the group: Nicole Holmes 478-244-9096/ Brittany Newberry 478-258-8576

Perry Leisure Services Athletics

Angie Hobbs – Athletic Manager – 478-988-2866

Albert Crumbley – Leisure Service Supervisor – 478 – 988–2864
(Albert will be point of contact for 10u/ 12u boys & 10u/12u girls)

Nicole Holmes – Recreation Specialist II - 478 – 988-2876
(Nicole will be point of contact for 8u boys & girls)

Marquez Thomas -Recreation Specialist – 478 – 988-2862
(Marquez will be point of contact for 4u co-ed & 6u co-ed)