
GREENVILLE DISTRICT UNITED METHODIST RECREATION ASSOCIATION

Basketball League

Scorer's Table Rules

Game Time Procedures/Forfeitures

- Teams are **REQUIRED** to be at the gym 15 minutes prior to their scheduled game time to complete scorebook
- Each Gym will maintain two (2) scorebooks at the scoretable
 - One scorebook for the game in progress
 - One scorebook for the next game
- Teams that are not at the gym with scorebooks completed at the scheduled game time **WILL FORFEIT**
- Coaches need to arrive at the gym early and prepared with a roster to complete the book quickly
- Five (5) minute warm-up time will be provided after completion of game before start of next game

Instructional Mites

- 15 min halves
 - Clock runs continuously except time outs & free throws
 - Clock stops for 15 sec at each 5 min marks for substitutions
 - 5 min half time / No Overtime
 - No Timeouts
- Games may begin with 4 players
- Every player that is present MUST play in both halves
- Visiting team will start game with ball unless coaches agree to start with jump ball
 - If no visiting team, coaches agree on who gets ball at start of each half
- No score will be kept
- Use 8-ft basket & 27" ball
- Coaches will coach from the court
- No pressing allowed
- No fast breaking allowed
- Defensive players only guard offensive players inside 3-point arc
- Offensive team has 15 sec after in-bounding ball to put it in play inside 3-point arc
- Once initial penetration made, defensive pressure beyond 3-point arc is permitted
- No 3 sec in the lane
- Shoot free throws from bottom of foul circle or halfway mark between basket & foul line

Mites

- 15 min halves
 - Clock runs continuously except time outs & free throws
 - 5 min half time
 - No Overtime
 - Timeouts per game: 3 Full (1 min) & 2 Half (30 sec)
- Games may begin with 4 players
- Every player that is present MUST play in both halves
- Games will start with a Jump Ball
- Score will be kept / 3-point shots permitted
- Use 8-ft basket & 27" ball
- Coaches will coach from the sidelines
- No back court pressing allowed but can pick up at half court on fast breaks
- Fast breaking is allowed
- Defensive players only guard offensive players inside 3-point arc
- Offensive team has 15 sec after in-bounding ball to put it in play inside 3-point arc
- Once initial penetration made, defensive pressure beyond 3-point arc is permitted
- No 3 sec in the lane
- Shoot free throws from bottom of foul circle or halfway mark between basket & foul line

Midget

- 15 min halves
 - Clock runs continuously except time outs & free throws
 - Clock stops only in the last 2 min of the second half & OT
 - 5 min half time
 - One Overtime per game (2 min OT) unless in tournament
 - Timeouts per game: 3 Full (1 min) & 2 Half (30 sec)
- Games may begin with 4 players
- Every player that is present MUST play in both halves
- Games will start with a Jump Ball
- Score will be kept / 3-point shots permitted
- Use 10-ft basket & 28 ½" ball
- Coaches will coach from the sidelines
- No backcourt pressing allowed after change of possession
 - Pressing by the losing team permitted in last 2 min of game (including OT)
 - Pressing by the winning team only permitted in last 2 min of game (including OT) if there is a 10 point or less differential
 - No half-court pressing permitted with a 20 point lead
- Standard 3 sec lane applies
- Shoot free throws from standard foul line

Junior

- 18 min halves
 - Clock runs continuously except time outs & free throws
 - Clock stops only in the last 2 min of the second half & OT
 - 5 min half time
 - One Overtime per game (2 min OT) unless in tournament
 - Timeouts per game: 3 Full (1 min) & 2 Half (30 sec)
- Games may begin with 4 players
- Every player that is present **MUST** play in both halves
- Standard high school rules apply
- Girls use 28 ½” ball / Boys use large ball
- No pressing with a 20 point lead
- No dunking

Senior

- 20 min halves
 - Clock runs continuously except time outs & free throws
 - Clock stops only in the last 2 min of the second half & OT
 - 5 min half time
 - One Overtime per game (2 min OT) unless in tournament
 - Timeouts per game: 3 Full (1 min) & 2 Half (30 sec)
- Games may begin with 4 players
- Every player that is present **MUST** play in both halves
- Standard high school rules apply
- Girls use 28 1/2" ball / Boys use large ball
- No pressing with a 20 point lead
- No dunking

Adult

- 18 min halves
 - Clock runs continuously except time outs & free throws
 - Clock stops only in the last 2 min of the second half & OT
 - 5 min half time
 - One Overtime per game (2 min OT) unless in tournament
 - Timeouts per game: 3 Full (1 min) & 2 Half (30 sec)
- Games may begin with 4 players
- Standard high school rules apply
- Use large ball
- Teams must have designated captain to represent teams to officials
- No pressing with a 20 point lead
- No dunking