



Ed Davis Learning Center
Georgetown-Scott County Parks and Recreation
Office: (502) 867-5846

BOSTON BALLERS LEAGUE RULES

MISSION STATEMENT

The Boston Ballers Basketball League at Boston Community Park is for all children, no matter their experience level. Our focus is encouraging outdoor play during the summer, mentorship with our volunteer coaches, and learning about teamwork in a fun and safe environment.

CODE OF CONDUCT

- 1) Show respect to all participants, staff and volunteers. Participants should follow program and Parks and Recreation rules and take directions from staff.
- 2) Refrain from using abusive or offensive foul language.
- 3) Refrain from threatening or causing bodily harm to self, other participants, staff or any other individuals.
- 4) Show respect for equipment, supplies and facilities.
- 5) It is your responsibility to understand the Georgetown-Scott County Parks and Recreation behavior policy included after the league rules.



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AGES 5-7 DIVISION

Size of Ball: 27.5 (size 5)

Height of Basket: 9 ft.

Game Length: Two 16-minute halves, with a 2-minute halftime, running clock until the final two minutes of the game when it will stop on any dead ball, if the deficit is 8 points or less.

Timeouts: Three 60-second timeouts per half. Timeouts do not carry over.

Start of Game Possession: Home team awarded possession starting with throw-in at half-court. Alternating possessions will take effect thereafter for each half.

Playing Time: Players shall play a minimum of 50% of the game.

Scoring: 2-point baskets and 1-point free throws.

Defense: No full-court pressing, traps, or zone defenses. Half-court man-to-man defense will be played inside the 3-point line.

Offense: Coaches should encourage different players to bring the ball up the court and to not double dribble or travel. Officials will give leeway on traveling violations. Multiple repeat offenses from the same player, not making an effort to dribble, will result in a turnover. Setting offensive picks are not allowed.

Fouls: Teams enter the bonus and will receive a free throw with a second attempt on a make **after** the opposing team commits its 5th foul. Teams will be awarded 2 foul shots on every foul **after** the opposing team commits its 9th foul. Players cannot foul out.

Free Throws: Players will shoot from the second hash mark from the official free-throw line. Players are allowed to jump over the line. Rebounders must wait until the ball hits the rim to enter the lane.



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AGES 8-10 DIVISION

Size of Ball: 28.5 (size 6)

Height of Basket: 10 ft.

Game Length: Two 16-minute halves, with a 2-minute halftime, running clock until the final two minutes of the game when it will stop on any dead ball, if the deficit is 15 points or less.

Timeouts: Three 60-second timeouts per half. Timeouts do not carry over.

Start of Game Possession: Jump ball.

Playing Time: Players shall play a minimum of 50% of the game.

Scoring: 3-point and 2-point baskets and 1-point free throws.

Defense: No full-court pressing until the second half, traps, or zone defenses. Half-court man-to-man defense will be played inside the half-court line. After halftime, any team not leading by 15 or more points may press man-to-man, full-court.

Fouls: Teams enter the bonus and will receive a free throw with a second attempt on a make **after** the opposing team commits its 5th foul. Teams will be awarded 2 foul shots on every foul **after** the opposing team commits its 9th foul. Players will foul out after five fouls.

Free Throws: Players will shoot from the first hash mark from the free-throw line. Players are **not** allowed to jump over the line. Rebounders must wait until the ball hits the rim to enter the lane.



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AGES 11-13 DIVISION

Size of Ball: 29.5 (size 7)

Height of Basket: 10 ft.

Game Length: Two 16-minute halves, with a 2-minute halftime, running clock until the final two minutes of the game when it will stop on any dead ball, if the deficit is 15 points or less.

Timeouts: Three 60-second timeouts per half. Timeouts do not carry over.

Start of Game Possession: Jump ball.

Playing Time: Players shall play a minimum of 50% of the game.

Scoring: 3-point and 2-point baskets and 1-point free throws.

Defense: No full-court zone pressing or half-court zone defenses. Full-court man-to-man press can be used all game, as long as the pressing team is not up 15 points or more.

Fouls: Teams enter the bonus and will receive a free throw with a second attempt on a make **after** the opposing team commits its 5th foul. Teams will be awarded 2 foul shots on every foul **after** the opposing team commits its 9th foul. Players will foul out after five fouls.

Free Throws: Players will shoot from the regulation free-throw line and are **not** allowed to jump over the line. Rebounders must wait until the ball hits the rim to enter the lane.



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ALL DIVISIONS

Forfeits: Games will start at the scheduled time of the game, or 5 minutes after the end of the previous game on that court, whichever is later. **Coaches are responsible to ensure they will have at least 4 registered players available to play at the scheduled game time.** If at least 4 players are available for a team, the game will progress as scheduled, 5-on-4. If a team has less than 3 registered players available, the team will forfeit that game. Teams can elect to play an un-scored, un-timed, non-officiated game until 10 minutes prior to the next scheduled game. Coaches should alert the league coordinator 24 hours prior to the game if they will not have at least 4 registered players in attendance so officials can be notified.

Coaches: One coach is permitted to be on the court at a time. Coaches will be responsible for the behavior of their teams and parents.

Overtime: A 2-minute overtime period will be played, clock will stop. If the score remains tied at the end of this period, a second 2-minute overtime period will be played, clock will stop. If after two overtimes with the score tied, the game will go to sudden victory with the first team that scores wins. **A jump ball will begin each overtime period in Divisions 8-10 and 11-13**, with alternating possession governing play thereafter. **Division 5-7 will carry over the possession order from the end of regulation.** Any unused time outs in the second half will not carry over into overtime. Each team will receive one 60-second time out in overtime.

Technical Fouls: If a player receives a technical foul they must sit the remainder of the half. Two technical fouls during the game results in automatic ejection from the game and a one-game suspension. If a coach receives a technical foul they must remain seated for the remainder of the game. Two technical fouls in a game will result in automatic ejection from the game and at least a one-game suspension.



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EVALUATIONS & DRAFT

Players will not be added to the league after May 9.

Coaches must attend youth coach training by Parks and Recreation (May 12-14) and pass a background check. Coaches must have at least one assistant coach that must pass a background check. Assistant coaches do not need to attend all games or sit on the bench, but should a head coach miss a game, they are expected to have an approved assistant to fill in for them.

Players should make every effort to attend one day of evaluations May 15-17. Players who do not attend will be added to teams randomly by Parks and Recreation staff and volunteers. We will make evaluations as efficient as possible to limit time commitments for everyone.

Coaches should make every effort to attend as many days of the evaluations as possible. Video will be taken of the evaluations to assist. All coaches must attend the draft or have someone draft for them. The goal is to do an in-person drafts at Ed Davis Learning Center. If not, we will do drafts via Zoom.

All teams will draft anew for 2025. Coaches and assistant coaches with a child on their team will forfeit their third-round draft pick. If a coach has multiple children in the same division, or multiple coaches volunteer together to coach a team, then they would forfeit subsequent picks as well — a fourth-round pick for a second child, etc. Siblings in the same division must be drafted together unless parents specify otherwise.