LAWRENCE TOWNSHIP RECREATION DEPARTMENT
2026/2027 YOUTH BASKETBALL RULES

******ALL PLAYERS MUST BE REGISTERED WITH THE RECREATION DEPARTMENT******

These rules provide a basic structure for the league. The Lawrence Township Recreation Superintendent or Recreation Leader has the right to rule on any situation arising not addressed in these rules. Rules are subject to be modified throughout the season.

This is a recreation league and the first priority of this league and the Lawrence Township Recreation Department is to help the players learn, understand, play the game, and have fun.

*The Lawrence Township Recreation Department has a **ZERO TOLERANCE POLICY.** Profanity, abusive language, taunting, obscene gestures, physical violence, and the like will not be tolerated. Any player, coach, or spectator displaying this behavior to a referee, supervisor, staff member, scorekeeper, player, coach, or spectator will be ejected from the game and, if necessary, from the league without warning.*

All basketball rules not stated will follow NJSIAA high school rules.

1) Each player must wear a team shirt and sneakers (no jewelry permitted). A minimum of four players is required to start a game at which time teams will play at equal strength.
2) Clock
   a) The clock will be a running clock except timeouts and every whistle during the final **two minutes** of the second quarter and **two minutes** of the fourth quarter, including free throws.
      (1) For the Girls 3rd/4th/5th Grade and Boys 4th/5th, the clock will stop on all free throws.
   b) Each team will receive 2 timeouts per half and 1 for each overtime.
   c) All leagues will play four, eight (8) minute quarters.
   d) If the score is tied at the conclusion of regulation the teams will play two minutes of overtime. If the score remains tied at the conclusion of two overtimes it will end as a tie. The clock will stop on all whistles.
      (1) In the playoffs, additional two (2) minute overtimes will be played until a winner is determined.
2) Playing Time/Substitution
   a) Each player must play a minimum of two uninterrupted, full quarters during each game.
      (1) No player can play four quarters until all of the other players have played three quarters (this can only occur when there are 6 or fewer players present).
      (2) Coaches must attempt to give all the players' equal playing time.
      (3) If all players have played their allotted two full quarters, players may be substituted openly in the 4th quarter.
      (4) If a player gets injured and must leave the game, that will count as the injured player's quarter and will not count as their replacement's quarter.
      (5) If a player arrives late to a game, that player must still play their two required quarters or the remainder of the game. A player must arrive in time to play a full quarter. No substitutions will be allowed in the middle of a quarter (excluding the 4th quarter).
      (6) In overtime, you may play any player still eligible to play in the game.

3) Defense
   a) Girls 3rd/4th/5th and Boys 4th/5th Grade
   1. Defensive players must drop to the "blue line" (top of their defensive three-point line extended) before applying pressure.
      (1) Teams will have 15 seconds to cross the "blue line".
      (2) Once the "blue line" is crossed, the defense is free to pressure the ball anywhere on the court.
      (3) This rule will be waived during:
      The final (2) minutes of the game when any team may press baseline to baseline (unless leading by 10 or more points).

      <u>Boys 6th/7th/8th Grade, Girls 6th/7th/8th Grade, Boys High School</u>:
      Pressing is allowed the full game.
      EXCEPTION: Teams leading by greater than ten points cannot press.
      When any team is leading by 10 points or more, you must allow the ball handler to dribble at least five (5) feet past the half court line before applying pressure.

   b) All divisions are permitted to play a man-to-man or zone defense for the entire game.
      (1) <u>Boys 4th/5th Grade, Girls 3rd/4th/5th Grade:</u> A team's zone may be set no higher than the top of the "blue line" (three-point line extended).

   c) At official's discretion (all leagues):
      1st time: Warning.
      2nd time: One (1) free throw and possession of ball thereafter.

4) Should a player commit a 5th foul before they play two full quarters of the game they will <u>not</u> be allowed to finish the game. Provided the player is one of five eligible players and still needs to continue play in order for the team to have enough players, the result will be a technical foul (meaning two foul shots PLUS possession of the ball) every time that player commits a foul. Each subsequent foul will be treated in the same manner.

5) In the Boys 4th/5th Grade league and the Girls 3rd/4th/5th Grade league there will be no line violation against the free throw shooter. All shooters must start their shot behind the free throw line, but will be permitted to land on the other side of it.

6) A NFHS rule has eliminated the one-and-one for common fouls beginning with the seventh (7th) team foul in the half.
   a) The new rule establishes the bonus as two (2) free throws awarded for a common foul beginning with the fifth (5th) team foul in each quarter and resets the fouls at the end of each quarter.

7) Technical/Intentional Fouls during the season:

   1) First Technical/Intentional = Warning
   2) Second Technical/Intentional = One game suspension
   3) Third Technical/Intentional = Dismissal from league
   4) Flagrant Foul = Ejection from game and one game suspension
   5) 2nd Flagrant Foul = Ejection from game and dismissal from league

When officials consider whether a foul is Technical/Intentional or Flagrant, they look at whether the play is deemed a fair basketball play, then assess the windup, follow-through, and impact (also if the impact/blow is to the face/head area). Officials determine the severity and can have an intentional foul upgraded to a flagrant foul.

a) Any player or Coach ejected from a game due to one or more technical fouls for unsportsmanlike behavior or any flagrant foul is automatically suspended for the teams next scheduled game (including playoff games).
b) If suspended, a coach or player may participate in practice but may not participate in the next scheduled game. A suspended player may attend the game and sit with his team but may not wear his team's uniform shirt. Suspended coaches may not attend the game.
c) This set of rules pertains to players, coaches & spectators.

Any player/coach removed from the game due to technical fouls or ejection is required to leave the gym. Failure to comply with this will result in the game being forfeited.

Coaches and Bench Personnel:

All bench personnel, with the exception of the head coach, are required to be seated on the bench while the ball is live. If a head coach is absent, an assistant coach who is approved by the Lawrence Recreation Department may act as the head coach. No more than three Recreation Department approved coaches will be allowed on the bench at one time.