

SGAA YOUTH BASKETBALL GAME RULES

With exception of the following rules, all games shall be played in accordance with High School Athletic Association rules and regulations. Any situations that occur which are not covered by High School or SGAA rules will be left to the discretion of the League Commissioner.

Age guidelines, goal heights, and ball sizes are listed below. In rare situations, a player may be advanced into the league above his/her age bracket. The SGAA Board must approve these situations before draft day.

Leagues	Goal Height	Ball Size
Age 4 Co-ed (if enough)	6 ft.	Junior size (27 ½")
Ages 5-6 Co-ed	8 ft.	Junior size (27 ½")
Ages 7-8 Co-ed	9 ft.	Women's Official (28 ½")
Ages 9-10 Co-ed	10 ft.	Women's Official (28 ½")
Ages 11-12 Co-ed	10 ft.	Regulation Size (29 ½")
Ages 13-15 Co-ed	10 ft.	Regulation Size (29 ½")
Ages 6-8 Girls (if enough)	8 ft.	Junior size (27 ½")
Ages 9-11 Girls (if enough)	10 ft.	Women's Official (28 ½")
Player ages are as of January 1 in the year that the <u>end of season tournament</u> will be played. For example, if sign-ups are in October 2017 with games beginning in December, the "as of" age is 1/1/18. Whenever there are enough girls in a league, girls will have a separate league. Note: Girls are WELCOME in all leagues; however, most players in ages 7 and up are boys.		

If there are not enough sign-ups in any categories above, age ranges may change to allow more children to play. Player safety and maintaining fair and balanced teams are priority. A player is allowed to sign-up for one league only, no multiple leagues, including the adult league.

1. All games will consist of four quarters with an 8-minute running clock time limit per quarter.
2. Tied Scores:
 - a) Regular Season - If the score is tied at the end of regulation play, free throws will determine the winner. Five eligible players will be put on the court and each person will shoot one ball, until the best out of 5 is determined. At the end of 5 shots per team, if the score is still tied, each team will continue shooting until one team gets ahead. Each team will take alternating shots. Players who have fouled out are not eligible to participate in free throws. If a team has less than 5 eligible players, those eligible players will take turns until the needed numbers of shots are made.
 - b) Tournament play - Overtime periods will be limited to 2 minutes. 5/6 League - See special tournament rules.
3. All players must wear current year jerseys supplied by SGAA. Exceptions must be approved by the Commissioner.
4. At game time, the bench area may be occupied by: 1) the head coach, 2) assistant coach or qualified designee selected by the commissioner, 3) eligible players according to the team roster, and 4) any commissioner approved pull-ups. Any adult occupying a seat in the designated bench area is considered a coach and is held to the same standards as a coach. That adult is subject to the same penalty for any rule or Code of Conduct infraction (i.e., team technical foul, ejection or suspension from a game, etc.).
5. There will be no jump ball in 5/6 or 7/8 leagues. The home team has first possession. All other leagues will jump to start the game and to start each overtime period only. Alternating possessions will occur

after that.

6. There are four 1-minute time outs in each game. An additional time out is given for each overtime period.
7. There are no 3-second lane violation penalties in age groups 6 and under.
8. Free throws shall be attempted from the broken lines in the free throw lanes in 5/6 and 7/8 Leagues, which are 9 and 12 feet respectively from the baseline.
9. Five personal fouls disqualify a player from the game. The coach has 30 seconds to replace the player. The scorekeeper will notify the official that the player has five fouls. The official will notify the coach and the 30 second count will begin. No time out will be allowed until the replacement player has entered the game.
10. There shall be an intermission period of 2 minutes at half time. One minute is allotted between quarters, but there is no time between sub rounds.
11. All players listed on the roster and present shall play at least 4 minutes per quarter, totaling 16 minutes playing time per game unless he/she is disqualified (due to fouls, etc.) or becomes injured or ill. Should behavior or missed practices warrant the player to be benched for a time period, the coach must inform the Commissioner and must receive commissioner approval. Substitutions shall play for the last 4 minutes of the first and second quarter and the first 4 minutes of the third and fourth quarters. The timekeeper shall indicate substitution at the above intervals by sounding the buzzer and stopping the stop clock. Immediately, when play is stopped for required substitutions, coaches shall have substitutions ready for play. The team in possession shall retain possession when play resumes.
12. The home team will be responsible for official scorekeeping. For regular season play, scorekeepers should be seated at the scorer's table. During tournament play, designated officials will keep score. A referee will be at the table to run the clock for all games.
13. It is our goal to have a minimum of 6 players and a maximum of 8 players per team (Tot leagues may vary). Teams must start with at least 3 players at the assigned game time. Additional players may be added as they become available. There is a 10-minute grace period allowed from the scheduled start time for the first game of the day/evening only. Failure to list all players in the scorebook before the game will result in a technical foul.
14. In all leagues under age 13, if a team is ahead by 15 points or more, all defensive players must be within the 3-point line. A technical foul may be called for each infraction. In all leagues, after a team gets a 25-point lead, they must pull the top scorers for the remainder of the respective half. They will not reenter the game during the respective half unless they are needed to have five players on the court after another player has fouled out.
15. If a team is leading by 20 points or more with 2 minutes left in the game, the clock will not be stopped for the duration of the game, except in cases of time outs or free throws.
16. There is no guarding in the backcourt in the 5/6 league. The 5/6 league players must stay inside the 3-point circle until the ball crosses half court. The team will be warned with a "CLEAR OUT" command from the official on the first infraction and a Technical Foul could be charged for all infractions thereafter. The technical foul could be applied to the **team** if more than one player is out of the circle or to the individual if he/she is the only player out of the circle. In the official's judgment, if a defender causes the offensive team to lose possession of the ball in the back court before a "CLEAR OUT" warning, the official shall allow the offensive team to retain possession of the ball. If the ball remains inbounds, the ball will be handed back to the player without the need for inbounding the ball. During the last two minutes of a game, guarding in the backcourt is allowed, unless the defensive team is ahead by 15 points.
17. In the 5/6 league, after a made basket, players will be allowed to double dribble and travel in the back

court as long as they are attempting to advance the ball forward. Players will not be allowed to run with the ball. If a player does run with the ball, a turnover will be called by the referee and the team will lose the ball. Once the ball crosses half court normal rules will apply. This rule is not in play during the last 2 minutes of the game due to teams being able to guard full court.

18. In the 5/6 league, a player may not steal the ball on the dribble while outside the 3-point circle. Stealing the ball is permitted on the dribble within the 3-point circle and permitted on a pass anywhere a defensive player is permitted to defend.
19. Dunking is permitted on the goals on Courts 1 and 2 only, in accordance with High School Athletic Association rules and regulations. Any excessive hanging on the rims at the time of a dunk (in practice or games) will draw the appropriate penalty. Behaviors such as, but not limited to, hanging on the rims, backboard slapping, or doing chin-ups will be considered unsportsmanlike conduct which will result in a technical foul, ejection from the game, and possible removal from the facility. High School rules do not permit dunking during the warm-up period; the penalty for such is a technical foul. If the dunk occurs during the pre-game warm-up, the technical foul will be assessed at the beginning of that game. If the dunk occurs after the game, the technical penalty will be assessed to start the next game played.
20. Any player who dunks or attempts to dunk on the center court goals, as determined by an official, commissioner or SGAA Board Member, will be automatically ejected from the practice/ game and will receive a 1-game suspension for their next scheduled game.
21. If a player receives his/ her 2nd technical foul in the same game, that player must leave the game and will receive a 1-game suspension. If during the season, that player receives 2 more technical fouls in a game, he/ she will leave the game, receive a 2-game suspension and must pay a \$25.00 penalty in order to play in another game. If that player receives 2 more technical fouls in a game during that season, he/ she must leave the game, pay another \$25.00 penalty and will be suspended from SGAA activities for 1 year.
22. The coach or any player on the floor may call a time out when the ball is dead or when their team has possession of the ball.
23. For the first practice/game of the day/night, each team preparing to play is responsible for dry mopping the courts prior to the beginning of the practice/game.
24. After the last practice/game of the day/night, each participating team is responsible for dry mopping the courts.
25. Any person caught destroying property, inside or outside of the Soldier's Memorial Sports Arena, will be required to leave the premises and not be allowed to return to the facility. Charges may also be pressed.
26. Fighting or any activity which could cause injury is not permitted and will result in a person's ejection from the facility. This type of ejection could result in a ban from attending any SGAA activity and from being present at the facility. (See Code of Conduct)
27. A coach protesting a game must notify the commissioner before leaving the facility, must submit the protest in writing within 24 hours, and must pay a must pay a \$10 fee. The protest must state the rule or condition that was in violation during that game. Protests cannot involve judgment calls against officials. Protests will be heard at the next regularly scheduled SGAA board meeting or at a special meeting of the Board. Protested games are only played if they affect the standings of the first-place team.
28. At the conclusion of each game, players and coaches will shake hands as a gesture of good sportsmanship. Failure to do this will result in a team technical foul being charged that will be assessed at the beginning of the next game.

5/6 Tournament Play

In the event of a tie, one 2-minute overtime period will be played. If the game is still tied, a free throw round will be played using the following rules:

- Each coach will select five players, who will shoot one free throw each, simultaneously, at the goal that they used during the second half of the ball game.
- If a team had only four players, each team will only shoot with four players; however, they will shoot five times. Each coach will designate one player to shoot two rounds.
- Players who have fouled out are not allowed to shoot in the free throw round.
- The team that hits the most free throws out of five will be the winner.
- If a winner is not determined after the first free throw round, this continues until a winner is determined.
- Normal violations by the free thrower will be called.
- Except for the shooter, no one is allowed at the free throw lane.

Recent rule changes are denoted in red.