

SOUTH VALLEY ATHLETICS  
2019 BASKETBALL RULES  
2<sup>nd</sup>/3<sup>rd</sup> GRADE

1. GAME BALL

- a) All teams will use a junior size ball, which has a circumference of 27.5".

2. UNIFORMS AND PERSONAL ITEMS

- a) Each team will be provided t-shirts. We would like all the kids to wear the team shirts they received this season. If they misplace it, they will be required to wear a shirt similar in color.
- b) No jewelry will be permitted EXCEPT recently pierced earrings, which must be completely taped, front and back.
- c) If a child has a cast on any part of the body or a brace with metal, they will not be eligible to play in practices or games. There will be no exceptions.
- d) Kids may not wear light up shoes.

3. COURT MARKINGS

- a) Players will shoot from the 15' foul line with the use of the basket/backboard addition resulting in a shorter distance. Girls may not move forward to shoot free throws.
- b) The 3-second area is the full painted key.
- c) Players will observe a 5-second key time limit.
- d) The hoop height will be 8 feet, and the portable hoop and backboard will be hung from the rim of the regulation hoop.
- e) When the ball hits the top or side of the backboard, it is in-bounds; when it hits the upper backboard or the bars, the ball is out of bounds.
- f) Both 5-second inbounding and 10-second backcourt time limits will be enforced at referees' discretion.

4. ROSTER SIZE

- a) Unless voted on by the coaches or the program coordinator, rosters are limited to eight players to ensure adequate and fair playing opportunities for all registered athletes.

5. LENGTH OF QUARTERS

- a) Each quarter will be eight minutes in length.
- b) The clock will stop for violations, fouls, out of bounds and timeouts.
- c) There will be a one minute rest period between quarters and a six minute rest period between halves. In case of injury, the game will be stopped until the injured player is properly cared for or until a substitute player replaces the injured player.

6. OVERTIME PERIODS

When a regulation game ends in a tie, overtime periods of three minutes will be played until a winner is determined. There will be a one minute rest between each overtime period.

7. TIMEOUTS

- a) Each team is entitled to two timeouts per half during a regulation game.
- b) One unused timeout may roll over from the first half to the second half. Unused timeouts (two max) from the second half may accumulate and be used in any overtime period.
- c) Each team is entitled to one additional timeout for each overtime period. Any unused timeouts from one overtime period may be carried over into the next overtime, but the total timeouts available in any overtime period will not exceed three timeouts.
- d) Timeouts will last one minute.

8. INJURIES

- a) The safety and welfare of the players come first, regardless of the game situation or who has the ball.
- b) If the referee feels a child is injured, he/she is to stop the game immediately and beckon the head coach or league supervisor onto the floor.
- c) When the game resumes, the team who had possession of the ball prior to the injury will have the ball out of bounds.
- d) If the injury occurred on a loose ball, play will resume by the rule of alternate possession and be determined by the possession arrow.
- e) The injured player ***must*** leave the game until the next dead ball or timeout.
- f) If a player is injured and deemed unfit to play by a doctor, they must have a doctor's note to return to practices and games. Example: cast, concussion. A copy must be given to both the office and the coach before they can return to practices or games.

9. JUMP BALL

- a) There will be a jump ball at the beginning of the game, followed by alternate possessions for the duration of the game.
- b) Each overtime will start with a jump ball.
- c) The possession arrow will designate who receives possession of the ball after each "whistled" jump ball.
- d) At half time, the lead referee will adjust the possession arrow in accordance with the teams swapping ends of the court.

10. FREE THROWS

- a) The ball must hit the rim before any player moves their feet to go for the rebound.
- b) If the ball does not hit the rim, the ball is overturned to the other team.
- c) The shooter's foot cannot go over the line when shooting free throws.

11. DEFENSE

- a) Zone defense will not be allowed.
- b) Penalty is one warning, then a technical foul.
- c) The definition of a zone defense is: Guarding an area rather than a player in the frontcourt.
- d) Common defensive tactics, such as switching, is permissible.
- e) Generally, a radius of 4' or less will be recognized as man coverage within the 3 point arc (except when double teaming the ball) and 6' or less outside the 3 point arc.

## DEFENSE CONT'D...

- f) Note: It is not intended that offenses bring one player with the ball down one side of the court and put four "decoy" players on the other sideline in order to take advantage of the no zone rule.
- g) No backcourt guarding is allowed when any pass is being in bounded into the backcourt area. This prohibition means that there will be no interference of any kind, intentional or inadvertent, which impedes a team from advancing the ball to the frontcourt. After an inbound play in the backcourt, a pass from the backcourt to the frontcourt cannot be intercepted until the ball crosses into the frontcourt. Defensive players must give the offensive player advancing the ball into the frontcourt enough room to get both feet and the ball completely across the mid-court line. Failure to do so will result in a violation of the backcourt guarding rule.
- h) Back court guarding and full court press ARE ALLOWED only during the last two minutes of each half, except if there is an advantage of 10 points or more, in which case the team with the lead will not be allowed to press or guard in the backcourt. The team that is behind will be allowed to press until the score is even or the end of a quarter. (Advantage = 10+ point lead. Advantage eliminated = 9 or less point differential.)
- i) Any player may be double-teamed in the key area.

## 12. VIOLATIONS

- a) If a player kicks the ball, it goes to the opposing team.
- b) At the start of the game, between quarters and the end of timeouts, the buzzer will sound and the referee will blow their whistle. Coaches need to get their team on the court and ready to play. After ten seconds if all the players are not on the floor, the referee will again blow the whistle. If the team in possession of the ball is not on the court, the referee will place the ball on the floor and start the count. After five seconds if they have not picked up the ball to put into play, possession will be turned over to the other team. If this ends up being a recurring problem with individual coaches, the referee reserves the right to give that coach a technical foul.

## 13. TEAM AND PLAYER SHORTAGE

Should a team show up with less than five players, the following will apply:

- a) Three players or less is a forfeit. Each team will have seven minutes from the scheduled start of play to field the minimum players (four) required to play the game.
- b) When one team has only four players and the other team has five or more, the game will be played four-on-five. The team with five or more players MAY NOT play down to four players, but must field five players on the court.
- c) The short team has the option of forfeiting. A forfeited score goes into the books as a 10-0 victory for the "winning" team.
- d) Should the team with four players have another player show up, the officials will be notified and the new player inserted into the game at the next dead ball opportunity.
- e) Should a team with five players (or more) foul down to only four eligible players, the game will be played according to rule 'b' under section 13.

#### TEAM AND PLAYER SHORTAGE CONT'D...

- f) Should both teams have only four players or both teams foul down to only four eligible players, the game will be played under regular SVA basketball rules.
- g) Should both teams show up with three players or less, the game will be recorded as a forfeit loss for both teams.

#### 14. PLAYING TIME

- a) For teams of ten players or less, all players in uniform must play a minimum of ten minutes per game (unless they are sick, injured or being disciplined).
- b) If a player is to receive reduced playtime for any reason, scorekeepers, the officials and the parent (if in attendance) must be made aware of this situation prior to game time.

#### 15. OFFICIAL SCOREBOOK

- a) The home team is responsible for the official scorebook for each game unless SVA provides someone to keep books.
- b) The official scorebook will keep track of, among other stats, team fouls, personal fouls, timeouts and possession for the start of play at each quarter. Each team will provide the opposition with a roster prior to game time. All players on a team roster must be in the scorebook. Players who will not be playing must be reported to the head official and/or the program coordinator.
- c) Should a player score a basket in the goal he is defending, the points will be awarded to the other team.

#### 16. SCORING "BALANCE RULE"

- a) If at any point during the game where the score shows a 20 point advantage for a team, the lead referee will shut off the "score" portion of the scoreboard.
- b) Books will continue to be kept and clock will run as normal.
- c) Should the score get back in balance (ie: within 10 points) the score clock operator can post the running score for coaches, players and spectators to see.

#### 17. COACHES

- a) Only one coach is allowed to stand up/walk at a time. If it's the head coach, the assistant must stay seated. If the assistant is standing, the head coach must stay seated.
- b) If a coach gets a technical, they must stay seated on the bench for the rest of the game.
- c) Coaches who are also referees cannot officiate any games in their own age group. If there is an emergency and the scheduled referee cannot make it to the game, SVA will make a decision on who will officiate the game. SVA staff has the authority to change this rule if necessary.