



2025 Boys Basketball Rules and Regulations

Revised: February 18, 2025

Andoverathletic.com

Table of Contents

League Objectives.....	3
Sportsmanship.....	3
Protests.....	4
Apparel	4
Periods of Play and Stoppages – 3rd – 12th Grade	5
Playing Time	6
3 rd Grade Rules	7
4 th /5 th Grade Rules.....	9
6 th Grade Rules	11
7 th /8 th Grade Rules.....	12
9 th /10 th , 11 th /12 th Grade Rules.....	13
Additional Items	15

Unless otherwise stated herein, Minnesota State (National Federation) High School League rules will apply. All rules and penalties stated herein are open to interpretation by the League Director on a case-by-case basis.

League Objectives

- Teach teamwork and basketball fundamentals.
- Promote good sportsmanship by coaches, players, and spectators.
- Provide fun for all players.
- We will strive for competitively balanced and fun teams.

Sportsmanship

- Good sportsmanship must be maintained before, during, and after the game by coaches, players, and spectators. Coaches will be held responsible for the conduct of their players, assistant coaches, scorekeepers, timekeepers, and players' parents and guests.
- Taunting of any kind, including actions seen at professional level, are not allowed and may result in a technical foul.
- Violations may result in a warning, technical foul, and/or ejection from the game and playing area at the referee's discretion. After review by the League Director, additional game suspensions may be added to the penalty.
- Use of profanity by any player, coach, or spectator will result in a technical foul and may lead to immediate ejection from the game and playing area, and is grounds for suspension or expulsion from the league after review by the League Director. For these purposes, "profanity" is defined as commonly known "swear" or "curse" words, and do not include words that would be considered profane due to religious connotations.
- Any threats or violent physical contact by players, coaches, or spectators against other players, coaches, spectators, or officials will result in a technical foul and immediate ejection from the game and playing area. Such actions will also result in immediate suspension from subsequent games until such time as the Board of Directors can convene to review the incident. Such actions can also be deemed to be criminal and dealt with accordingly.
- Individuals refusing to leave the playing area after ejection will be given one warning to leave, after which their team will be considered to have forfeited the game.
- Individuals receiving an ejection may not attend any AAA Boys Basketball events until they have reviewed the incident with the Director – The incident review may not happen prior to 48 hours from the time of ejection.
- A coach, player, bench personnel, or spectator who attempt to attend games during a suspension will be issued one warning to leave, after which their team will be considered to have forfeited the game.
- Officials may rule a game in forfeit if in their judgment, conditions are out of control.
- Players or Coaches will be suspended or expelled from the League after receiving 3 Technical fouls during a single or consecutive seasons. Player or coach will be suspended until AAA board hearing.
- 9th through 12th graders receiving sportsmanship related technical fouls will be required to pay a poor sportsmanship FEE in addition to regular registration fees. Players who are ejected may not return to

play prior to meeting with the Director and paying fee. Players receiving technical fouls may play in games for that day, unless it is their 3rd for the season, but may not play in any other games prior to meeting the Director and paying fees. This includes the end of season tournament. Poor Sportsmanship Fee schedule:

1 st Technical	\$25
2 nd Technical	\$35
3 rd Technical	Suspension
Ejection	\$50

- Meetings to discuss technical fouls will not occur prior to 24 hours from the incident. This 24 hour waiting period still applies to the tournament. Fees must be paid to the Director within 48 hours. If the fees are not paid, the player may not return to team events. Any games played with said player, shall result in forfeit.

Protests

- No protest of game results is allowed. Rules violations must be reported to Officials or the League Director prior to the end of the game in which they occur. Other requirements for reporting violations may apply as indicated in the rules contained herein.
- Head Coaches are permitted to politely ask officials for a brief explanation of officials' calls if time allows and play is not in progress. Only Head Coaches are permitted to address officials before, during, or after games.
- Requests for review of officials' decisions for the purpose of possible mid-season rule modification may be made to the League Director. However, under no condition will game results be reversed.
- Suspensions and expulsions may be appealed to the Andover Athletic Association Board of Directors, which meets on the 4th Tuesday of each month at 7:00pm.
- Recording games will not be accepted for the purpose of reviewing rules violations.

Apparel

- Players must wear appropriate athletic footwear, deemed in satisfactory and safe condition by the officials.
- Players requiring eyewear must use safety straps.
- Shirts/Jerseys must be tucked in.
- If a player's jersey becomes "unwearable" and they re-enter the game wearing a new number, the change must be reported to the opposing team's Bookkeeper and the Referees in order to avoid a Technical Foul against the player.
- Referees will not permit the wearing of any apparel that they judge to be dangerous, distracting, or otherwise inappropriate for the purpose of playing basketball.
- Players are prohibited from wearing jewelry of any kind, including piercings that are visible or exposed. Tongue piercings that are on that part of the tongue that can be extended past the lips are also prohibited. Covering piercings with tape or bandages is not acceptable. Referees have the final decision on what constitutes a safety issue.

- Players may not wear casts, braces, or guard made of any hard substance on elbows, hands, fingers, wrists, or forearms, even if covered with soft padding. The use of artificial limbs will be at the discretion of the League Director.
- Players may not wear head coverings, other than a headband or elastic bands for controlling hair, unless required for medical or religious reasons. Documented evidence is required for the last two exceptions.
- Players may not wear garments with pockets, belt loops, or other features that could cause injury to other players, unless the garment is made of elastic materials such as spandex, fleece, or stretch cotton.
- The waistband of shorts or pants must be worn above the hips.

Periods of Play and Stoppages – 3rd – 12th Grade

Each game will consist of 8 – 4:30 Minute running time periods. There will be a 30 second break between periods for coaches to rotate players and assist with matchups – Coaches need to be ready with their next line, this is not a time out. After the 4th period there will be a 2 minute halftime break. If, after calling teams to the court, the referee determines a team is not ready fast enough, they will announce that the ball is in play and start the clock.

Warm-up – A brief warm-up will be allowed as time permits - Referees will determine length of warm-up - Games should not start early.

Timeouts – Each team is permitted 2 – 30 second timeouts each half, timeouts may not be carried over. No timeouts in sudden death, 1 – 30 second timeout for overtime period in the end of season tournament.

Extra Periods (overtime) - If the referee determines time permits

Regular Season – Sudden Death – First to Score wins

End of Season Tournament There will be 1 – 2 minute overtime period. If the game is still tied, the game moves to sudden death, first to score wins.

The referee may end overtime or sudden death early at their discretion.

The Overtime and Sudden Death will start with a jump ball. See Playing Time for overtime playing rules.

Clock

Periods 1-7 are running time. The clock only stops for injuries, timeouts, and when the referee dictates. The 8th period is running time until the last two minutes. Then, it will stop on all whistles, unless one team is up by 20 or more points

Playing Time

AAA philosophy is to ensure as close to equal playing time as possible. Coaches must follow these playing time guidelines. The coaches are responsible for monitoring playing time and reporting any violations to the referee.

- No player may sit twice until the entire team has sat once.
- Substitutions are not allowed.
 - Substitutions due to injury will be approved by the referee.
 - When ready the injured player may return to play when at the next stoppage of play unless they have been out for more than half of the period.
 - The period will be charged to the player who was in for more than half of the period.
- Coaches may play any rostered player who has not fouled out in an Extra period.
 - If second Extra Period is required, the remaining uninjured players must play.

# of Players	Playing Time
10	10 players, 4 periods each
9	4 players play 5 periods, 5 players play 4 periods
8	8 players play 5 periods
7	5 players play 6 periods, 2 players play 5 periods
6	4 players play 7 periods, 2 players play 6 Periods
5	5 players play 8 periods

- Playing time - Players arriving late may have playing time adjusted accordingly. E.G. a player arriving at half, bring total players to 10, does not have to play 4 periods.

3rd Grade Rules

Referees and Violations

The referees are empowered by AAA League to interpret and enforce the rules. Referees are encouraged to use infractions as teaching moments and may choose not to enforce regular outcomes e.g a turnover for a double dribble. As the season progresses, these teaching moments should continue but regular outcomes should apply. Referees may use their judgement on enforcing grade specific rules. They are the final authority at the game. Penalties may be assessed to the team for spectators, coaches or players not following the sportsmanship policies.

Gameplay

Basket height will be 9 feet and ball size is 27.5". The home team will provide the referee with the game ball. If it is not acceptable, visiting team's ball may be used.

Jump Ball

Each Game, overtime and sudden death will begin with a jump ball. All other jump ball or periods; teams will alternate possession. The referee will keep track of ball possession.

Scoring – 3 point shots are not allowed.

Lane Violations - None

Isolation Offense – Not allowed

Teams may not run isolation plays. Isolation offense is defined by a play that gives a particular player the space to play one-on-one with a defender while preventing the remaining defenders from joining the play. One example would be setting all offensive players far enough away from the lane as to allow the ball handler to dribble and drive without the other defenders being able to help. If in the referee's opinion, a team is putting players intentionally out of play they will receive an illegal office warning. Each subsequent infraction will be a bench technical foul.

Backcourt Timeline – 10 Seconds

The referee should not begin counting until the defense has had adequate time to fall back.

Special Procedure for Throw-Ins

For grades in which full-court press is not allowed, during the last minute of a game, any throw-ins by the team ahead in score must be made into the Front Court. Referees should stop play and move the throw-in spot to the sideline on the front-court side, 10 feet in front of the center line. Throwing into the Back Court in this situation results in a loss of possession.

Fast breaks – Yes

If the offense decides to fast break, the defense is no longer required to fallback and can engage in the back court.

5 Seconds Closely Guarded – NO

Fouls

Personal Fouls – Called at the discretion of the referee.

Fouling Out – Yes

Player with 5 fouls must sit out the rest of the game. If the team would be left with fewer than 5 players, the player may continue to play but any additional fouls follow “technical foul” rules.

Technical Fouls – 2 points plus the ball – Technical foul penalties apply after any free throws

Bonus/Double Bonus – Yes, 7 and 10 fouls

Free Throws – Yes

3 feet in front of free throw line. Rebounders occupy spaces closest to the basket and may play off release.

Defense

Players are required to play man-to-man defense. Each player is responsible for guarding and moving with one offensive player. They need to stay within 6 feet of their assigned player. Players can switch who they are defending with another defender as long as the offensive player is only guarded by 1 defensive player.

Half-Court Defense Only

Once the defensive team gains control of the basketball, the other team is required to fall back behind the half-court line. If the team in possession of the ball attempts a fast break, the other team does not have to fall back and can engage in defense. It is the offense’s responsibility to allow the defense to fall back. Simply dribbling and moving towards the other end does not qualify as a fast break.

Zone Defense – No

Players are required to be within 6 feet of their player. If in the referee’s opinion, a team is attempting a zone defense they will receive an illegal defense warning. Each subsequent infraction will be a bench technical foul.

Trapping and Double Teaming – In the lane only

Trapping and double teaming is only allowed in the lane. If occurring outside the lane, the referee can issue an illegal defense warning. Subsequent called infractions will result in personal foul on the player.

Stealing – Yes

Front court or fast break only.

4th/5th Grade Rules

Referees and Violations

The referees are empowered by AAA League to interpret and enforce the rules. Referees encouraged to use infractions as teaching moments and for the first two weeks, may choose not to enforce regular outcomes e.g a turnover for a double dribble. After the first two weeks, these teaching moments should continue but regular outcomes should apply. Referees may use their judgement on enforcing grade specific rules. They are the final authority at the game. Penalties may be assessed to the team for spectators, coaches or players not following the sportsmanship policies.

Gameplay

Basket height will be 10 feet and ball size is 28.5". The home team will provide the referee with the game ball. If it is not acceptable visiting team's ball may be used.

Jump Ball

Each Game, overtime and sudden death will begin with a jump ball. All other jump ball or periods; teams will alternate possession. The referee will keep track of ball possession.

Scoring – 3 point shots are allowed.

Lane Violations – Yes -5 Seconds

Isolation Offense – Not allowed

Teams may not run isolation plays. Isolation offense is defined by a play that gives a particular player the space to play one-on-one with a defender while preventing the remaining defenders from joining the play. One example would be setting all offensive players far enough away from the lane as to allow the ball handler to dribble and drive without the other defenders being able to help. If in the referee's opinion, a team is putting players intentionally out of play they will receive an illegal office warning. Each subsequent infraction will be a bench technical foul.

Backcourt Timeline – 10 Seconds

The referee should not begin counting until the defense has had adequate time to fall back.

Special Procedure for Throw Ins

For grades in which full-court press is not allowed, during the last minute of a game, any throw-ins by the team ahead in score must be made into the Front Court. Referees should stop play and move the throw-in spot to the sideline on the front-court side, 10 feet in front of the center line. Throwing into the Back Court in this situation results in a loss of possession.

Fast breaks – Yes

If the offense decides to fast break, the defense is no longer required to fallback and can engage in the back court.

5 Seconds Closely Guarded – Yes – When holding the ball only- Not when dribbling

Fouls

Personal Fouls – Yes

Fouling Out – Yes

Player with 5 fouls must sit out the rest of the game. If the team would be left with fewer than 5 players, the player may continue to play but any additional fouls follow “technical foul” rules.

Technical Fouls – 2 points plus the ball – Technical foul penalties apply after any free throws.

Bonus/Double Bonus – Yes, 7 and 10 fouls

Free Throws – Yes

At free throw line but may jump over. Rebounders occupy regular spaces and may play off release. The shooter may not play rebound until the ball hits the rim.

Defense

Players are required to play man-to-man defense. Each player is responsible for guarding and moving with one offensive player. They need to stay within 6 feet of their assigned player. Players can switch who they are defending with another defender as long as the offensive player is only guarded by 1 defensive player.

Half-Court Defense Only

Once the defensive team gains control of the basketball, the other team is required to fall back behind the half-court line. If the team in possession of the ball attempts a fast break, the other team does not have to fall back and can engage in defense. It is the offense’s responsibility to allow the defense to fall back. Simply dribbling and moving towards the other end does not qualify as a fast break.

Zone Defense – No

Players are required to be within 6 feet of their player. If in the referee’s opinion, a team is attempting a zone defense they will receive an illegal defense warning. Each subsequent infraction will be a bench technical foul.

Trapping and Double Teaming – In the lane only

Trapping and double teaming is only allowed in the lane. If occurring outside the lane, the referee can issue an illegal defense warning. Subsequent called infractions will result in personal foul on the player.

Stealing – Yes

Front court or fast break only.

6th Grade Rules

Referees and Violations

The referees are empowered by AAA League to interpret and enforce the rules. Referees are the final authority at the game. Penalties may be assessed to the team for spectators, coaches or players not following the sportsmanship policies.

Gameplay

Basket height will be 10 feet and ball size is 28.5". The home team will provide the referee with the game ball. If it is not acceptable, visiting team's ball may be used.

Jump Ball

Each Game, overtime and sudden death will begin with a jump ball. All other jump ball or periods; teams will alternate possession. The referee will keep track of ball possession.

Scoring – 3 point shots are allowed.

Lane Violations – Yes -3 Seconds

Backcourt Timeline – Yes

Fast breaks – Yes

5 Seconds Closely Guarded – Yes

Fouls

Personal Fouls – Yes

Fouling Out – Yes

Player with 5 fouls must sit out the rest of the game. If the team would be left with fewer than 5 players, the player may continue to play but any additional fouls follow "technical foul" rules.

Technical Fouls – 2 points plus the ball – Technical foul penalties apply after any free throws.

Bonus/Double Bonus – Yes, 7 and 10 fouls

Free Throws – Yes

Defense

All defense schemes are legal.

Stealing – Yes

Press – Yes

Unless the point differential is greater than 10 points, then the defense must fall back until the point differential is 10 or less. Referees should remind defense to fall back. At their discretion, referees may issue an official Illegal defense warning and then call personal fouls for additional infractions.

7th/8th Grade Rules

Referees and Violations

The referees are empowered by AAA League to interpret and enforce the rules. Referees encouraged to use infractions as teaching moments, but regular outcomes should apply. Referees are the final authority at the game. Penalties may be assessed to the team for spectators, coaches or players not following the sportsmanship policies.

Gameplay

Basket height will be 10 feet and ball size is full size 29.5". The home team will provide the referee with the game ball. If it is not acceptable, visiting team's ball may be used.

Jump Ball

Each Game, overtime and sudden death will begin with a jump ball. All other jump ball or periods; teams will alternate possession. The referee will keep track of ball possession.

Scoring – 3 point shots are allowed.

Lane Violations – Yes -3 Seconds

Backcourt Timeline – Yes

Fast breaks – Yes

5 Seconds Closely Guarded – Yes

Fouls

Personal Fouls – Yes

Fouling Out – Yes. If the team would be left with fewer than 5 players, the player may continue to play but any additional fouls follow "technical foul" rules.

Technical Fouls – 2 points plus the ball – Technical foul penalties apply after any free throws.

Defense

All defense schemes are legal.

Press – Yes

Unless the point differential is greater than 10 points, then the defense must fall back until the point differential is 10 or less. Referees should remind defense to fall back. At their discretion, referees may issue an official illegal defense warning and then call personal fouls for additional infractions.

9th/10th, 11th/12th Grade Rules

Referees and Violations

The referees are empowered by AAA League to interpret and enforce the rules. Referees encouraged to use infractions as teaching moments, but regular outcomes should apply. Referees are the final authority at the game. Penalties may be assessed to the team for spectators, coaches or players not following the sportsmanship policies.

Gameplay

Basket height will be 10 feet and ball size is full size 29.5". The home team will provide the referee with the game ball. If it is not acceptable, visiting team's ball may be used.

Jump Ball

Each Game, overtime and sudden death will begin with a jump ball. All other jump ball or periods; teams will alternate possession. The referee will keep track of ball possession.

Scoring – 3 point shots are allowed.

Lane Violations – Yes -3 Seconds

Backcourt Timeline – Yes

Fast breaks – Yes

5 Seconds Closely Guarded – Yes

Fouls

Personal Fouls – Yes

Fouling Out – Yes

Player with 5 fouls must sit out the rest of the game. If the team would be left with fewer than 5 players, the player may continue to play but any additional fouls follow "technical foul" rules.

Technical Fouls – 2 points plus the ball – Technical foul penalties apply after any free throws.

Defense

All defense schemes are legal.

Stealing – Yes

Press – Yes

Unless the point differential is greater than 10 points, then the defense must fall back until the point differential is 10 or less. Referees should remind defense to fall back. At their discretion, referees may issue an official Illegal defense warning and then call personal fouls for additional infractions.

Sportsmanship

9th through 12th graders receiving sportsmanship related technical fouls will be required to pay a poor sportsmanship FEE in addition to regular registration fees. Players who are ejected may not return to play prior

to meeting with the Director and paying fee. Players receiving technical fouls may play in games for that day, unless it is their 3rd for the season, but may not play in any other games prior to meeting the Director and paying fees. This includes the end of season tournament. Poor Sportsmanship Fee schedule:

1 st Technical	\$25
2 nd Technical	\$35
3 rd Technical	Suspension
Ejection	\$50

Coaches from both teams should report the technical reporting form.

Additional Items

Jersey – Home team will wear dark jersey.

Illegal Players – Only players who are registered for the current AAA Boys Basketball season may play and participate in activities. High School players who are/were on a High School team may not compete and risk MSHSL penalties. Players who are registered for the current basketball season and are in the same division but rostered on a different team are also illegal.

Temporary Players – A team who has fewer than 7 official players may use temporary players. These players must be; Existing registered players, and from a lower grade level. The opposing team should be notified. Temporary players may not play more than rostered players unless due to injury or illness.

Clock/Scorekeeper – Visiting team is responsible for supplying the clock/scorekeeper. The clock person should be 12 years or older.

Scorebooks – Both teams should have a separate scorebook and should sit at or near scoring table. Scorekeepers should verify books match between periods. The home team book is the official book for discrepancies. The referee may determine home book is not kept properly and use the visitor book if better documentation.

Score Reporting – Winning team is responsible for updating Sports Engine with game results.

Team Bench – Only Coaches, bookkeeper and players should be on the bench. Friends, parents or players from other teams are not allowed on the bench. Teams must vacate the bench and gym as quickly as possible after the game – team meetings or players changing should happen in another location

Shot Distraction – Players may not attempt to distract a player in the act of shooting by shouting, foot stomping or excessive arm waiving. The first player infraction will result in warning. The second player infraction will result in an Intentional foul with Free-Throws awarded per the normal rules of fouls against shooters plus retaining possession of the ball.

Infectious Disease Control – Any player, coach, or official who is bleeding or who has blood on their uniform will be prohibited from further participation in the game until the following conditions are met:

- Bleeding has stopped.
- The injury is covered.
- Clothing affected has been changed (color changes are allowed), disinfected, or covered.

Game play may not continue until all blood present in the competition area or on equipment has been removed and the affected area(s) disinfected.

Controlled Substances – The use of alcohol, tobacco, drugs, or vapes are not allowed at AAA events.

Weapons – AAA Bans weapons at all events as allowed by state law.

Slippery Floors – At the discretion of the referee, allowances will be allowed for slippery gyms.