

# Splendor Youth Sports Association

## Youth Basketball

### Rules

<b>SECTION I</b>	<b>RULES OF PLAY</b>
	<ol style="list-style-type: none"> <li>1. The age groups will be Pre- K, K (); 1s<sup>t</sup>, 2nd (sophomore) 3r<sup>d</sup>, 4<sup>th</sup> (Jr.); and 5<sup>th</sup>, 6<sup>th</sup> (Sr.).</li> <li>2. The rules of the game shall be governed by SYSA Youth Basketball Board of Directors.</li> <li>3. U.I.L. rules in effect except as noted in Sections XI, XII, XIII and XIV.</li> <li>4. If a team is ahead by 10 points any additional points will not be recorded on the scoreboard, but will be shown in the scorebook. No team will be allowed more than a 10-point advantage showing on the scoreboard</li> <li>5. There are two time outs per half.</li> <li>6. Overtime will be a three-minute period, considered an extension of the fourth quarter.</li> <li>7. After the second overtime, if the score remains a tie, the game will be considered a tie.</li> <li>8. <b>Bring your own ball on game day to warm up with. These will be the only balls allowed in the gym on game days. (Ball will be provided for games only.)</b></li> <li>9. Games shoes must be clean and should not be worn into the gymnasium before the game.</li> <li>10. Teams may play with less than five players. A team may pick up a player off another team in the age group below (except the Freshman which can pick from the same age group), but cannot sit one of its own players out to let that player play.</li> <li>11. <b>Coaches should encourage the players to go through the stands after each game picking up trash. Gym MUST be left clean after every game.</b></li> <li>12. It is the responsibility of the two teams of the final game to ensure that the gymnasium is left clean at the conclusion of the game. (Parents and coaches alike.)</li> <li>13. No backcourt defense allowed except in the full court press rule.</li> <li>14. <b>On free-throw attempts, player rebounding will start on the second line. (All age-groups)</b></li> <li>15. After the seventh foul of the half, a one-and-one free throw situation occurs. After ten team fouls of the half; two free throws will be awarded.</li> <li>16. Each player must play at least two full quarters unless removed for illness or injury.</li> <li>17. No double team defense allowed outside three-point line. After second warning from officials, the offensive team gets to shoot a Technical Foul and the ball out of bounds. This does not apply to the SRs. **See Section XIV.</li> <li>18. In case of injury or sickness, fouling out, or any occasion a player is removed from the game.</li> </ol>
<b>SECTION II</b>	<b>EQUIPMENT</b>
	<ol style="list-style-type: none"> <li>1. The association will furnish for each child the following equipment:             <ol style="list-style-type: none"> <li>A. Game Jersey</li> </ol> </li> </ol>
<b>SECTION III</b>	<b>SCHEDULES</b>

	SYSA or designee will create schedules each year.
<b>SECTION IV</b>	<b>TIES</b>
	<ol style="list-style-type: none"> <li>1. Overtime will be a two-minute period considered an extension of the fourth quarter.</li> <li>2. After the second overtime, if the score remains in a tie, the game will be considered a tie.</li> </ol>
<b>SECTION V</b>	<b>PLAYER APPROVAL</b>
	<p><b>Eligibility Requirements:</b></p> <ol style="list-style-type: none"> <li>1. All players must be no less than Pre K and no more than 6<sup>th</sup> grade as of the School's Calendar year of participation in SYSA. Program.</li> </ol>
<b>SECTION VI</b>	<b>REMOVAL</b>
	<ol style="list-style-type: none"> <li>1. Any player that deliberately causes injury to another player will be rejected from the game. A second violation of a similar nature will result in suspension of the remainder of the season.</li> <li>2. One technical foul for unsportsmanlike behavior in a game by a coach or player will result in an ejection for the remainder of the game.</li> <li>3. No foul or abusive language will be allowed by the players or coaches. Violation will be considered unsportsmanlike conduct and will result in ejection.</li> <li>4. In case of injury or sickness, fouling out, or any occasion a player is removed from the game, the player may be sub for. <b>NO FREE SUBS IN ANY AGE, EACH CHILD MUST PLAY HIS/HER FULL QUARTER..</b></li> </ol> <p>In disputes of rule interpretation, the League Director or designated assistant will choose two coaches from a division other than the one involved in the dispute. They will then listen to the dispute and make a ruling.</p> <p><b>NOTE: WHILE IT IS HOPED THAT THE PANEL CAN REACH A UNANIMOUS DECISION, THE LEAGUE DIRECTOR HAS THE FINAL DECISION IN ALL DISPUTES.</b></p> <ol style="list-style-type: none"> <li>1. If a coach is not satisfied with the panel's decision <b>when the League Director is not present</b> he/she can protest the game. To protest the game the coach must: <ol style="list-style-type: none"> <li>A. Make a note of the protest in the official scorebook and sign it before play begins or resumes.</li> <li>B. Within 15 minutes after end of game protested, deliver a written statement detailing the protest along with \$25.00 cash to the League Director's assistant.</li> </ol> </li> <li>2. If the League Director upholds the panel's decision, the coach will forfeit his/her money; if the decision is overturned, the money will be returned and the game will be replayed.</li> <li>3. Failure of a coach to play or complete a game after the panel has reached a decision will result in forfeiture of the game and the coach will be relieved of his/her coaching responsibilities, <b>even if the League Director may have overturned the panel's decision.</b></li> </ol>
<b>SECTION VII</b>	<b>INSURANCE</b>
	Insurance of a player is the primary responsibility of the player's guardian or parent.
<b>SECTION VIII</b>	<b>PARENTS AND FANS</b>

	<ol style="list-style-type: none"> <li>1. All spectators must refrain from agitating teams and/or officials. Unruly fans will be asked to leave the premises.</li> <li>2. <b>Each team must provide someone for the clock or scorebook during their game if someone is not provided their game will be forfeited.</b></li> <li>3. Coaches should encourage the players to go through the stands after each game picking up trash</li> </ol>
<b>SECTION IX</b>	<b>AGE VERIFICATION</b>
	See Section I and Section V concerning age and Birth Certificates.
<b>SECTION X</b>	
<b>SECTION XI</b>	<b>FRESHMAN ----- PRE K AND K GRADE</b>
	<ol style="list-style-type: none"> <li>1. 8 feet high goals will be used.</li> <li>2. A 27.5 basketball will be used.</li> <li>3. Free throw line is two feet in at the white line.</li> <li>4. No time violation in free throw lane.</li> <li>5. Four, eight-minute quarters; four-minute halftime; and five minutes between games. Clock only stops on timeout or last two minutes of each half for shooting foul.</li> <li>6. No full court press is allowed in the game.</li> </ol>
<b>SECTION XII</b>	<b>SOPHOMORE ----- 1<sup>ST</sup> AND 2<sup>ND</sup> GRADE</b>
	<ol style="list-style-type: none"> <li>1. <b>8</b> feet high goals will be used.</li> <li>2. Free throw line is two feet in at the Black line.</li> <li>3. No time violation in free throw lane.</li> <li>4. No full court press is allowed in the game.</li> <li>6. Four, eight-minute quarters; four-minute halftime; and five minutes between games. Clock only stops on timeout or last two minutes of each half for shooting foul.</li> </ol>
<b>SECTION XIII</b>	<b>JUNIORS ----- 3<sup>RD</sup> AND 4<sup>TH</sup> GRADE</b>
	<ol style="list-style-type: none"> <li>1. Regulation height goals will be used.</li> <li>2. Free throw line is two feet in.</li> <li>3. Five second time violation in free throw lane.</li> <li>4. Full court press is allowed in the last Two minutes of the half. No full court press is allowed by a team that is ten or more points ahead.</li> <li>5. Four, eight-minute quarters; four-minute halftime; and five minutes between games. Clock only stops on timeout or last two minutes of each half for shooting foul.</li> </ol>
<b>SECTION XIV</b>	<b>SENIORS ----- 5<sup>TH</sup> AND 6<sup>TH</sup> GRADE</b>
	<ol style="list-style-type: none"> <li>1. Regulation height goals will be used.</li> <li>2. Full court press is allowed. No full court press allowed by a team ten or more points ahead.</li> <li>3. No double team allowed if your team is more than 10 points ahead.</li> <li>4. Three-second violation in the free throw lane.</li> <li>5. Four, eight-minute quarters; four-minute halftime; and five minutes between games. Clock only stops on timeout or last two minutes of each half for shooting foul.</li> <li>6. This age group will play school ball rules.</li> </ol>
<b>SECTION XV</b>	<b>PLAY WITH LESS THAN 5 PLAYERS</b>

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|  | <ol style="list-style-type: none"><li>1. A team must have four (4) players to begin a game.</li><li>2. Any team that is short of players may pick up a maximum of one (1) players to bring the total number of players to a maximum of five (5). If team's absent player shows up, pick up player is no longer eligible.<ol style="list-style-type: none"><li>A. Players may be picked up from the lower age group, except for youngest group, which can be of same age.</li><li>B. Picked up players must have verbal parental approval and approved by other coach.</li><li>C. A team that is short of players in consecutive weeks cannot pick up the SAME players every week.</li><li>D. Any coach found abusing the pick-up player rule will be relieved of his/her coaching duty.</li></ol></li><li>3. A team can continue to play even if team size is reduced to less than four (4) players by foul-outs, injury, sickness, ejection, or parental removal.</li></ol> |
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