

'26 TSP YOUTH BASKETBALL RULES

Teams will play according to the current edition of the National Federation of State High Schools with the following exceptions:

LEAGUE ADMINISTRATIVE RULES:

1. MANDATORY SUBSTITUTION RULES:

All eligible players in uniforms must enter the game and play the amount of time stated in the following rules:

During the first three quarters of play, the mandatory substitution rule shall be in effect. For the first three quarters of play, substitutions can only be made at the midway break of each quarter and at the quarter break. The 4th quarter may be played with free substitutions according to the regulation basketball rules. Each eligible player must play for at least 2 consecutive minutes in the 4th quarter.

Ten minutes before the start of the game, a lineup card will be filled out with all the players in the order in which the coach wants them to play. Each player shall receive a number to indicate the order in which they will enter the game.

EXAMPLE "A"

1. Wilson
2. Smith
3. Downs
4. Craig
5. Worth
6. Dodds
7. Jones
8. Johnson
9. Allen
10. Jenkins
11. Layton
12. Kelly

Example A starts the first quarter with players 1, 2, 3, 4, & 5, at the midway break of the first quarter, players 6-10 will enter. At the start of the 2nd quarter, players 11, 12, 1, 2, & 3 will be playing; at the midway break of the 2nd quarter, players 4, 5, 6, 7, & 8 will enter the game. The 4th quarter may be played with free substitutions.

EXAMPLE "B"

1. Barry
2. Jones
3. Moore
4. Kelly
5. Smith
6. Shields
7. Neal

Example B starts the first quarter with players 1-5; at the midway break, players 6, 7, 1, 2, & 3 will enter. At the start of the 2nd quarter, players 4, 5, 6, 7, & 1 will be playing; at the midway break of the 2nd quarter, players 2, 3, 4, 5, & 6 will be in the game. At the start of the 2nd half, players 7, 1, 2, 3, & 4 will be playing; at the midway break, players 5, 6, 7, 1, & 2 will enter. The 4th quarter may be played with free substitutions.

Games will not begin until a line up has been submitted to the score table and officials.

In the event of an injury, the next player on the line-up card scheduled to enter the game will replace the injured player. That player will remain in the game until either the injured player is ready to return to the game, or until the next scheduled substitution time occurs.

If a player is unable to return to the games, the substitution schedule will be adjusted by skipping over the number of the replaced player whenever it occurs during substitutions. If a player has to come out of the game for any reason, the next player in the rotation takes his/her place, once replaced, the same player may return and the player who went in comes back out.

If a player gets three fouls before the first half is over, the player may be substituted by the next player in the substitution line-up. The player with three fouls can be held out of the game for the remainder of the first half. If the player is scheduled to re-enter the game during the first half by substitution line-up, the player does not have to re-enter the game. In which case the substitution rotation will be adjusted by skipping over that number whenever it occurs. At the start of the 2nd half, the substitution line-up card will be in effect, picking up where it left off at the end of the first half.

2. **LEAGUE GAMES SHALL BE PLAYED AS SCHEDULED**, unless weather conditions force cancellations. Games canceled due to weather will be rescheduled when possible.
3. If a player is being disciplined or is sick and will not be fulfilling the playing requirements, it shall be reported to your area representative, who will notify the basketball director and the opposing coach before the game.
4. There will be one minute allowed for matchups at the quarter breaks and half-time. At substitution breaks (the midway point of the first three quarters) there will be an official time-out followed by matchups. Coaches are reminded that a substitution break is NOT A TIMEOUT and players should remain on the court ready to play. In the event a coach delays the start of the game following a substitution break the team will be charged a timeout.
5. Coaches of the teams playing the last game of the day need to stay after the game and help the gym clean up. (Coaches are encouraged to have team parents help.)
6. Line-up sheets will be prepared prior to the beginning of the game.
7. Quarters will be twelve (12) minutes with one (1) minute between for 3rd/4th and 5th/6th grade. 2nd grade will be 8 min quarters with 1 minute between.

BACKCOURT DEFENSE (2ND GRADE COED)

1. Once a defensive player gains control of the ball in the backcourt the player must be allowed to move the ball and both feet unhindered 5' across the front court line. Defensive position can only be established 5' away from the half court line. Once that is established, normal defensive play must be used for the entire frontcourt.
2. No defensive player may enter the back court or break the 5' mark from the half court line with any part of their body.
3. A defense may not double team the ball outside the 3 point line or double team a player without the ball.
4. There will be 1 warning for backcourt guarding. After that warning for the game, the opposing team will get 1 point and the ball at half court for any backcourt violations occurring after the warning.

BACKCOURT DEFENSE (3RD & 4TH GRADES ONLY)

1. Once a defensive player gains control of the ball in the backcourt the player must be allowed to move the ball and both feet unhindered 5' across the front court line. Defensive position can only be established 5' away from the half court line. Once that is established, normal defensive play must be used for the entire frontcourt.
2. No defensive player may enter the back court or break the 5' mark from the half court line with any part of their body. Each team shall be given 1 warning to be followed by a technical foul on each occurrence thereafter. 2 free throws and the ball at half court.
3. A defense may not double team the ball outside the 3 point line or double team a player without the ball.

BACKCOURT DEFENSE (5TH & 6TH GRADES ONLY)

1. The use of a full court press is illegal for 3rd & 4th grade, but is legal for 5th & 6th grade up to a 10-point lead. No zone presses are allowed. Teams may double team the ball in backcourt. After a 10 point lead is established, the following rule will apply until the lead is under 10 points: Once a defensive player gains control of the ball in the backcourt the player must be allowed to move the ball and both feet unhindered across the front court line.

Once that is established, normal defensive play must be used for the entire front court. Each team shall be given a warning then followed by a technical foul on each occurrence thereafter.

2. Man-to-man defense must be played at all times.

3. Trapping or double teaming the ball is not considered a zone, provided the rest of the defense is guarding one man and not guarding an area. A player without the ball may not be double teamed. (example: on an inbounds play)

ZONE DEFENSE

1. Zone defense is illegal. No defensive player may intentionally guard an area instead of an opponent.
2. Basic defensive variations such as switching, sliding through, dropping off on the weak side and double teaming of the ball are legal. A player without the ball may not be double teamed.
3. Teams detected to be in violation of the zone defense rule after one warning shall be charged a technical foul (opponent awarded 2 free throws and the ball at mid-court).
4. The defensive player must be within 6 feet of the offensive player.

GAME ADMINISTRATION.

- 1.. Both teams shall provide a qualified scorekeeper. The visiting team's scorekeeper is the official scorebook for the game.
2. Scorekeepers from each team shall have the additional responsibility of comparing the opposing team's personnel to the rotation card and notifying the officials of any discrepancy as soon as possible. The comparison shall be performed before the start of the quarter and during the substitution break of quarters 1, 2, and 3. The comparison shall also be performed when a player is substituted in the middle of a play (injury / illness as described in the "Mandatory Substitution Rules" section above) in quarter 1, 2, or 3. Quarter 4 is open (free) substitution, therefore no comparison to rotation cards is necessary.
3. All players must wear gym or tennis shoes with non-marking soles.
4. 3rd & 4th grade boys and 5th & 6th grade boys and girls: Official ball size is the 28.5 intermediate (NCAA Women's Ball). 3rd & 4th grade girls: Official ball size is the 27.5 junior. 2nd grade coed teams: Official ball size is 27.5
- 6. (3rd & 4th grade only)** The score will be turned off when a difference of 18 points is reached. This rule shall take effect at the **beginning of the 3rd quarter**. The clock is operated as usual. Once the score is turned off, it will remain off for the duration of the game.

GAME TIMING

1. Games shall consist of four quarters. Quarter shall be twelve (12) minutes with one (1) minute between quarters. The clock will be a running clock only stopping at the 6:00 mark for subs and at the end of each quarter. The game clock may be stopped on an official timeout and/or a team timeout. 2nd grade coed teams will play 8 minute quarters with running clock with subs at 4:00 minute mark.
- 2. Special timing rules for the 4th quarter.** In the 4th quarter, the clock will be a running clock with the last 1 min being a stop clock only if the score is 6 pts or less in difference.
3. Half-time shall be five (5) minutes long.
- 4. Overtime:** Shall consist of 2 OT periods. The first period will be 2 mins long. If necessary, the second period will be 1 minute long. The clock will be a running clock except for the last minute of the 1st OT period and the 2nd OT period. There will be no additional OT periods, and games can end in a tie.
5. Each team is allowed 4 time outs for the games and one additional time out for the entire overtime session. Time outs will be one minute. Time outs may NOT be called consecutively (there must be at least one (1) second off the game clock before calling another time out).

6. Special timeout rules for 3rd & 4th grade. When a ball is inbounded in the back court, a team has only 10 seconds to bring the ball across the half court line. If the team calls a timeout BEFORE crossing the half court line they only have the remaining amount of the ORIGINAL 10 seconds to advance the ball across the half court line. (Timeouts shall not be used for prolonged stalling in the back court).

GAME OFFENSE

1. For all grades except 2nd grade- the free throw line shall be 12' from the basket (Tri County games the free throw line will be 15'). 2nd grade does not shoot free throws
2. Three second violations shall be enforced from the 15' line.
3. Offensive patterns designed to isolate a player one-on-one against an opponent are illegal. (An isolation offensive play pits an offensive player one on one versus a defensive player driving to the basket. A "clear out" play that enables this is illegal.)

Teammates must be involved in the offense. A technical foul may be awarded at the official's discretion.

4. 2nd, 3rd & 4th grade boys and girls will use the 8.5 foot basket, and the 5th and 6th grade boys and girls will use regulation 10 foot height.
5. The 3-point rule will not apply to shots made from beyond the 3-point line for 2nd, 3rd & 4th grade.
6. Once a team has gained possession of the basketball, a basketball move needs to be made before the defense has to clear the backcourt.

ATTN: New National Federation of State High School Rule:

1. There are no longer "1 and 1" free throws. 5 Fouls in any quarter result in a 2 shot free throw. The team foul count resets at the end of each quarter.