

SIYAA JV & Varsity Basketball Rules

ALL RULES WILL BE THE SAME AS NCHSAA WITH THE FOLLOWING EXCEPTIONS:

1. **Playing Time: EACH PLAYER MUST PLAY A FULL QUARTER.** A coach may substitute a player only at the halfway point in each quarter or in between quarters until each player has fulfilled the minimum play rule. **THE REQUIRED PLAYING TIME MUST BE COMPLETED BEFORE THE START OF THE 4TH QUARTER.** The only exception to the above is if he/she is injured or replacing an injured player or if a player received 3 fouls and the coach desires to substitute that player to save them for later in the game. **A PLAYER WHO COMES INTO THE GAME REPLACING AN INJURED PLAYER OR A FOUL TROUBLED PLAYER IS STILL REQUIRED TO PLAY A MINIMUM OF TWO HALF QUARTERS. MINIMAL PLAY TIME**—Upon investigation & review by the SIYAA Coordinator of Sport & Executive Board any team found not complying with rules of required minimal play time for each player on their team will forfeit the game in which player did not receive minimal play time.
2. **Defense:** Any defense formation may be used; the ball must pass TIME line before defense applies pressure. ****Teams violating the press rule will be given (2) two warnings per game and Technical Fouls will be given for subsequent violations****
 - **JV league**— defense cannot be used in the back court except after the 2-minute warning in the fourth quarter. NO PRESSING is allowed if a team is leading by 10 points or more. If score drops below 10 points, defense can resume full court pressing if after the 2-minute warning in the fourth quarter.
 - **Varsity League**—full court pressing can be used the entire fourth quarter unless a team is leading by 15 points or more. If score drops below 15 points, defense can resume press. NO 2-minute warning in the Varsity League.
3. **Goal Distances and Basketball Sizes:**
 - **JV League**—10 ft goal and an intermediate level basketball.
 - **Varsity League**—10 ft goal and an intermediate level basketball
4. **Foul Shots:** players on the lane lines cannot enter the lane until the release of the ball by shooter. All other players behind the foul line, including the shooter, are required to wait until the ball touches the rim or backboard or the shot has ended before entering the lane.
 - **JV League**— (12) Twelve-foot foul line
 - **Varsity League**— (15) Fifteen-foot foul line
5. **Lane Violations:**
 - **JV League**— (5) Five second lane violations
 - **Varsity League**— (3) Three second lane violations
6. **Game Time Limits:**
 - **JV League**— 4 six-minute quarters in a regulation game with a 5-minute halftime and a 2-minute warning in the fourth quarter.
 - **Varsity**— 4 seven-minute quarters in a regulation game with a 5-minute halftime—**no** 2-minute warning in fourth quarter
7. **Overtime:**
 - **Both JV and Varsity Leagues**— (2) two-minutes will be set on the clock initially, if the overtime exists, an additional (2) two-minutes will be placed on the clock. If overtime continues, the third overtime will be “sudden death” with the first team scoring will be declared the winner.

8. **Timeouts:**

- **Both JV and Varsity Leagues**—Each team will be allowed (4) four-time outs per regulation game, timeouts will be (1) one-minute time outs. Timeouts can be called by players or coaches.
- **Overtime:** (1) one time out each overtime plus any unused time-outs. A time out may be called by a player or coach.

9. Games will start at posted time not before. Forfeit time will be five minutes after the schedule starting time. A team cannot start with less than (4) four players but can be finished with less as a result of injury or players eliminated through fouls or ejection.

10. Coaches must turn in complete roster no later than five minutes before game time to scorekeeper and opposing coach. Players that do not show must be removed at half time (SCOREKEEPER WILL INFORM COACHES OF ANY CHILD WHO HAS NOT PLAYED DURING THE FIRST HALF).

11. The clock does not stop for jump balls and out of bounds plays during the first three quarters. The fourth quarter the clock will stop according to High School Rules.

12. A Referee time out will be called in case of obvious injury or danger to the player in the judgment of the Referee.

13. No team should have more than (15) fifteen players on the team.

14. **Eligibility:**

- Each player has a total of 4 years combined of JV/Varsity play; player may only move forward to higher level of play. (Players may not play down to lower level without specific permission from SIYAA board – generally considered if there is a medical condition that holds player back from full potential). Any questions of eligibility must be submitted to SIYAA Board.
- Players may play on only one team in the SIYAA. Participation in other leagues is not prohibited.
- Coaches must keep up to date roster and notify Directors in case of any additions or deletions to the roster. No new players may be added to the roster after the first game of the season unless approved by League Directors.
- **Age Limitations:**
 - **JV League**— cannot turn (11) eleven years old on or before October 15th
 - **Varsity League**— cannot turn (13) thirteen years old on or before October 15th

15. **Practice Maximum:**

- 1.5-hour practice maximum per night
- Two practices per week

16. Teams tied at the end of the season in each league shall be considered Co-champions. Playoff seeding will be determined by win/loss record against each other.

17. **THE REFEREE IS THE AUTHORITY ON THE FLOOR AND HIS INTERPRETATION OF THE RULES IS BINDING.**

18. **Code of Conduct:** Unsportsmanlike player/coach/spectator conduct is prohibited and will result in a technical foul and/or **IMMEDIATE** ejection from the game. Unsportsmanlike conduct includes but is not limited to:

- Fighting
- Foul language, either at officials, players, or coaches.
- Throwing the ball or kicking the ball
- Taunting the other team or spectators
- Baiting or "confronting" the opponent
- Making noise during an opponent's free throw attempt
- Using inappropriate gestures.
- Harassment of the officials

19. All coaches, players and officials are required to sign the SIYAA Code of Conduct every season. Any COACH violating these rules will be immediately ejected from the game and receive a warning from the SIYAA board. A second violation will result in the coach being suspended for the REMAINDER of the season.

20. **Coaches:**

- Each team is limited to (2) two coaches per league.
- Only one coach is permitted to stand at any given time during the game.
- Only the standing coach may address the officials during game play
- Both coaches may address the players verbally during the game provided they remain within their team bench area.
- Only one coach may go to the scorekeepers table during the game to obtain statistical information only when the ball becomes dead and the game clock is stopped.
- Only one coach is permitted to inquire with the officials at quarter end or half time.

21. Each school coordinator will supply coaches with rules and schedules.

22. **No fans or parents are allowed across the court. They must remain in bleachers or concession area.**

23. No jewelry allowed by any player. Headband/Sweatbands are allowed, all must be the same color if more than one player on the team wears them.

24. **AGGRESSIVE FORCEFUL ACTION:** The Executive Board of the SIYAA will investigate any reports of aggressive, forceful action towards a child/player during SIYAA events. Several witnesses must verify the report. After investigation & review, if determined forceful action towards a child/player had occurred, the person/coach will receive an automatic two game suspension. (They may attend the game as a spectator only, not to sit or practice with team during two-week suspension).

MODIFIED BY SIYAA BOARD Approval:

12/12/2011 (Clarification of Rule 1, 3, 11 & 35); new rule #19 Trial period 2011-2012 season) 10/06/2014

Addition of: 1(a) Minimal play time & 37 Aggressive Forceful Action

12/08/2014 Addition of: 38 Free Throw Rule (per NCHSAA)

12/08/2014 Rules to be added to SIYAA Eligibility, Procedures & Rules Handbook

12/06/2015 Rule 28 - Number of coaches – reduced to two. Age Limitations changed.

11/16/2016 Change of Rule 1, 17, 26 & 27; new Rule #30: deletion of Rules #33-36 and #38

11/27/2019—updated code of conduct requirements & reformatted the rules