

# ***SIYAA K-2 Beginners Basketball Rules***

**ALL RULES WILL BE THE SAME AS NCHSAA WITH THE FOLLING 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:** All teams must play a zone defense. Each player must keep 1 foot inside the basketball lane when playing defense.
  - NO Pressing will be allowed backcourt.
3. **Goal Distances and Basketball Sizes:** 8 ft goal and junior ball (27")
4. **Foul Shots:** Measured & marked 10 feet from basket. 2 foul shots if fouled during the act of shooting. Non-shooting fouls; the ball will be taken out of bounds
5. **Lane Violations:** Rule not utilized in K-2 Beginners League
6. **Game Time Limits and Court Size:** Games will be played cross-court in gymnasiums that are equipped to do so, otherwise full court will be utilized and will consist of four 6-minute quarters. We will be running the clock except for all foul shots and the last 2 minutes of the game.
7. **Overtime:** Rule not utilized in K-2 Beginner League
8. **Timeouts:** Each team will be allowed (4) four-time outs per regulation game, timeouts will be (1) one-minute time outs. (2) timeouts per half.
9. **Jump Ball:** Possession will alternate each time.
10. **Double Dribbling and Traveling:** Double dribble and traveling will only be called if a player gains an advantage. Referees will encourage the children to dribble
11. 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.
12. 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).
13. A Referee time out will be called in case of obvious injury or danger to the player in the judgment of the Referee.
14. **Score:** Score will NOT be kept in K-2 Beginners League.
15. **Eligibility:**
  - Each player has a total of 3 years of play in the K-2 League; 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.

1. **Practice Maximum:**

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

16. **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

17. 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.

18. **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.

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

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

21. 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.

22. **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**

10/06/2014 5 (a) Minimal Play Time & 18 Aggressive Forceful Action

01/2014 – Clarification & editing of Rule #4 Fouls

12/2013 – Removed - Advanced K-2; now have separate rules

01/2012 - Clarification of (4) Foul line per SIYAA K-2 Coaches Meeting

11/2011 - Modified by SIYAA

11/16/16 Changes to rule 5, removal of 6 (substitutions) and changes to rules 15

11/30/18-updated code of conduct requirements and reformatted the rules