

SIYAA K-2 Advanced Basketball Rules

1. **LENGTH OF GAME:** Goals will be set at 9ft for advanced. Games will consist of four 6-minute quarters. We will be running the clock except during timeout or injury. 5 minute halftime.
2. A Junior Ball (27") will be used for this level.
3. **NUMBER OF PLAYERS:** No team may start a game with fewer than four players. However, a game may be finished with less than 4 as a result of injury or players eliminated through fouls or ejection.
4. **FOULS** will be ball out of bounds unless on a shot or technical foul. The fouled shooter will receive 2 shots or 1 if the original shot was successful. Foul line will be same distance from the goal as JV- 12ft. No bonus, however, a player will foul out of the game on his/her 5th foul. Technical fouls are two shots.
5. **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.**
 - a. An 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 in order 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.**
 - b. If a player habitually misses practice or has other disciplinary issues, the coach may declare a player ineligible for that game. The coach must notify the child's parents prior to game day and declare player status to game officials/other team prior to start of game. If a player is declared ineligible, player status may not be retracted during that game.
 - c. 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.
6. **TIME OUTS:** Each team will be allowed 2 timeouts (30 seconds each) per half.
7. **BACKCOURT:** Backcourt rules apply. NO defensive pressure will be allowed in the backcourt. Backcourt, foot off the box (suspending a foot in the air is not in the box), stepping on or over 3pt line while on defense - first offense will receive a team warning, second offense by ANY player of the same team and subsequent violations is a technical foul for that player-5 fouls player is out for the remainder of that game. The referee is in charge and may use discretion regarding advantage. The referee's decision is final.
8. **LANE VIOLATION:** This rule will not be used in K-2.
9. **JUMP BALLS:** Possession will alternate each time. No jump balls.
10. **OVERTIME/SUDDEN DEATH:** There will be no overtime in K2.

11. **DOUBLE DRIBBLE AND TRAVELING:** Double Dribble and traveling rules apply. Every infraction may not be called. However, when offense and defense are engaged at the same side of the court DD and traveling rules apply. Referees will encourage the children to dribble and will enforce the rule.
12. **DEFENSE: ALL TEAMS MUST PLAY A ZONE DEFENSE.** Advanced league may play out to the 3pt line. The defense must play within the 3-point line with both feet - not on, over or beyond the line. Teams leading by 10 points or more must play defense in “the box”. If lead is back to less than 10 pts may play up to 3pt line again. Technical fouls will be called for defensive players exceeding the limits of the box and 3pt line.
13. **SCORE:** Score, number of fouls per player and time will be kept in K2 advanced basketball. Time/score/foul keepers will be a volunteer from each team playing and provided by the coach. There will be a table at center court side line for them to sit during the game. SIYAA K-2 Advanced Basketball Rules 10_06_14 Page 2 of 2
14. **COACHES:** There are only two coaches per team. Coaches must remain on the side of the court with their team bench, and only coaches and team members are allowed in the “bench” area.
 - a. Coaches or team representative must attend SIYAA coaches meeting when announced prior to beginning of the season. Failure to attend meeting may result in forfeiture of games.
 - b. Either the coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. Only the standing coach may address the officials during game play and both coaches may address the players verbally during the game provided they remain within their team bench area. Either the coach or the assistant coach may go to the scorer’s table during the game to obtain statistical information only when the ball becomes dead and the game clock is stopped. And either the coach or the assistant coach, but not both, is permitted to inquire with the officials at quarter end or half time.
15. **TECHNICALS:** If a coach receives a technical during a game, he/she will be dismissed for that game (must leave the premises). If a coach receives a second technical during the season, the coach will be dismissed for the remainder of the season.
16. **Code of Conduct-** All SIYAA rules of etiquette and code of conduct apply to all persons at any SIYAA venue before, during and after all SIYAA games.
17. **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

01/06/2014 (15) Coaches Attendance

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