

South Shelby Youth Basketball

(SSYB)

2024- 2025

General League Rules

Participation

- All players must be from the same community, within the same school zone and or represented by the recognized governing entity for youth sports within that community. The only exception withing approval will be for those children playing on a team while attending the same private school and playing through the recognized governing entity for that respective private school.
- Due to potential issues that may arise, any team may borrow from its peer or younger team from within the same community/association to provide for bench personnel, provided the team has less than (6) roster players available/eligible for that contest. Each borrowed player can only assist a team a maximum of once per season and can only provide bench (not play more that the roster players) assistance (rest for regular players or relieve a player in foul trouble). Remember, this rule is designed to allow a team to opportunity to have a bench personnel to rest their rostered players when other rostered players are not in attendance. Also, any player can play a maximum of 4 times, with the same participation requirements and restrictions, and they cannot displace a regular rostered player in a similar position on the floor. In both instances, they are bench personnel only.
- Game time is starting time.
- A team must have five (5) players to start the game. If not, a forfeit will occur. The teams can play a scrimmage game if no official with a non-stop running clock of 16 minutes per half, with a 3-minute haltime break, without officials. (controlled by coaches) and not to exceed 10 minutes prior to the following games start time. Should neither team have 5 players to start the game, a double forfeit will occur resulting in a tie and the scrimmage option will still apply.
- Once officially started, a team can finish a game with 4 players. Should a team fall below 4 players, the game will result a forfeit by that team regardless of the score at that time.
- All players must have the same color uniforms. The home team will wear white or light-colored uniforms. The guest will wear dark uniforms. Any exception is at the discretion of the lead official.
- Haltime is 5 minutes with 1 minute between quarters.
- Each team will have four 60 second time outs to be used at any time during the regulation game.

Game Administration

- Pregame conference – Coaches and referees shall meet prior to tip off.
- Coaches and officials will, without exception, be respectful of each other. The officials ruling is final.
- Officials are not looking to exert their will but will not hesitate to assign a technical foul to a coach.
- Only two coaches are allowed on the bench at any time. The HEAD COACH only can stand during the game, unless that privilege is lost.
- Each team's bench is responsible for their fan's behavior. Should a fan become unruly to the point of having to be removed from the gym, a technical administrative foul will be awarded to the opposing team with position of the ball following.
- Coach Ejection Rule- The following rules will be enforced to ALL COACHES who are ejected from any league game.

1st Ejection – Coach must sit out one ½ of the next contest but can be extended by his/her park or by the league.

2nd Ejection – Coach must sit out the next full game but can be extended by his/her park or by the league.

3rd Ejection – The coach is suspended for the remainder of the season.

Game Rules

- All age groups will play four (4) 8-minute running clock periods.
- There will be a one (1) minute break between periods.
- The clock will stop for free throw, injuries, and timeouts.
- Halftime is 5 minutes.
- A single elimination tournament will be held at the end of the regular season. Each team will be seeded according to their win/loss record. Due to the number of teams in the league, in some seasons we are unable to have all teams in a division play each other during the regular season. Because of this issue if teams are tied and all teams tied did not play each other, then a coin flip or drawing blind will determine the seeding of the teams with equivalent records at the end of the regular season.

3rd Grade Girls

- 27.5 size basketball
- Free throws are at 10 feet.
- A press is not allowed. Once a defensive team secures a possession of the ball due to a rebound, steal, or another valid turnover, the offensive team reverts to defense and must not defend in the backcourt. The teams must allow the ball handler to cross mid-court. Traps at the halfcourt line are not allowed.
- Defense must play behind the three-point arc. Feet behind the arc will satisfy this rule.
- The offensive team is allowed to fastbreak following a turnover (steal or loose ball). The defensive team still can't defend in the backcourt but can pick up at halfcourt. If the fastbreak is halted, the defense must back behind the arc. Upon a rebound or after a score, the offensive team must allow the defense to "reasonable" opportunity to cross the half court line. However, at the discretion of the officials, should it be deemed that the defensive team is stalling or not hustling to get across, the offensive team will be allowed to cross without all defensive players being across the halfcourt line. Otherwise, crossing before all defenders are across will result in the stoppage of play and the offensive player in possession of the ball will be held up by the official until satisfied all defensive players have crossed.
- No 3 pointers. All made baskets are counted as two points.
- Overtime will be two (2) minutes with one timeout. Regulation time outs will not extend into the overtime period. If still tied at the end of the overtime period. One player per team will shoot two free throws. If still tied, a different set of players will shoot two more free throws. This process will continue until a winner is determined. Each player can only participate once. Should a team run out of players to shoot, and the contest is still tied, and a tie will be declared, and the contest ended.

4th Grade Girls

- 28.5 size basketball
- Free throws are at the 13 feet.
- A press is not allowed or defensive pressure in the backcourt. Pickup at midcourt. The defense must allow the offense to cross midcourt, no traps at midcourt.
- Fast breaks are allowed.
- Three-point shots are allowed.
- During the last two minutes of second and fourth periods, the clock will stop on all dead balls.
- Overtime will be two (2) minutes with one timeout. Regulation time outs will not extend into the overtime period. If still tied at the end of the overtime period. One player per team will shoot two free throws. If still tied, a different set of players will shoot two more free throws. This process will continue until a winner is determined. Each player can only participate once. Should a team run out of players to shoot, and the contest is still tied, and a tie will be declared, and the contest ended.

5th Grade Girls

- 28.5 size basketball
- Regulation free throws
- During the last two minutes of second and fourth periods, the clock will stop on all dead balls.
- Full court press is allowed. You can't press if leading by 20 or more. You can resume a press if lead shrinks to 10 or less.
- Teams cannot trap at the halfcourt line during times of restrictive press. In other words, the ball must be allowed to cross midcourt line prior to defense pressure. The exception to this rule is during a valid press situation. This rule will be administered at the discretion of the game officials.
- Fast breaks are allowed
- Three-point shots are allowed
- The first overtime will be two (2) minutes. Each additional overtime period will be (1) minute in length. The first team to score wins if a 3rd O.T. is needed. Regulation time outs will not carry over. Teams will receive 1 timeout in each overtime period.

6th Grade Girls

- 28.5 size basketball
- Regulation free throws
- During the last two minutes of second and fourth periods, the clock will stop on all dead balls.
- Full court press is allowed. You can't press if leading by 20 or more. You can resume a press if lead shrinks to 10 or less.
- Teams cannot trap at the halfcourt line during times of restrictive press. In other words, the ball must be allowed to cross midcourt line prior to defense pressure. The exception to this rule is during a valid press situation. This rule will be administered at the discretion of the game officials.
- Fast breaks are allowed
- Three-point shots are allowed
- The first overtime will be two (2) minutes. Each additional overtime period will be (1) minute in length. The first team to score wins if a 3rd O.T. is needed. Regulation time outs will not carry over. Teams will receive 1 timeout in each overtime period.