

Bantam League Rules

- Goal is 9'
- Ball size is 28.5"
- Foul line is at 2nd lane marker from the free throw line. No violation called on shooter.
- Four quarter game with 6 minute quarters. One minute interval between quarters and 5 minute halftime.
- The clock will run continuously for the first 2 quarters **except for free throws and time outs**. During the 3rd and 4th quarters the clock will stop for all dead balls.
- Teams may be called for delay of game for not hurrying on substitutions, dead balls, and free throws, or for using consecutive timeouts in the backcourt in an attempt to run out the clock without being defended. The first violation will result in a warning. Any subsequent violations will result in one technical foul shot and possession of the ball for the opposing team.
- No backcourt defense. Team clearly losing possession of ball must drop back on defense and may not challenge offense until offense crosses center line completely (body and basketball). The first two violations of back-court defense rule will result in a warning and the offense taking the ball out of bounds. Any subsequent violation will result in the offense shooting two technical free throws and retaining possession.
- Players can not be double teamed until they are within the 3 point line. The first two violations will result in a warning and the offense taking the ball out of bounds. Any subsequent violation will result in the offense shooting two technical free throws and retaining possession.
- Backcourt & double team violations do not reset at half time. Both violations will be continuous throughout the entire game.
- At the end of the 1st and 2nd quarters each player on the floor will shoot one free throw.
- Any team that leads by 10 or more points must make 2 passes before attempting a shot. Both passes must be made in the frontcourt. A pass from the backcourt to the frontcourt does not count. A handoff does not count as a pass. If the ball goes out of bounds after the 2 passes have been completed and that team retains possession they do not have to make any more passes before a shot attempt.
- 3-pointers will NOT be counted.
- Overtime period is 3 minutes.
- Each team will have 3 full time outs & 2 thirty second time outs per game. Overtime - each team will have 1 extra time out.
- Head coaches are responsible for the conduct of all personnel on their bench. A team may only have one coach standing at any given time.
- All players must play one full quarter in the first half and play in no more than 3 quarters per game. Exception to this rule is if team does not have enough players to comply.
- Open substitution is allowed in second half.
- Teams must have five players in a game at all times unless players are not available due to injury or disqualification.
- Any player or coach that receives 2 technical fouls in one game will be ejected from the game. The SCYB Board will determine any further action. SCYB Board reserves the right to use judgment in the cases of fighting or behavior problems.
- Teams must have five players to begin a game. A 5 minute grace period will be given. If four players are present, teams may play a 4 on 4 game, with the team with more players receiving a forfeit win.
- All other high school basketball rules will apply.