



## **SCYB ROOKIE LEAGUE RULES**

### **General Rules**

1. Games will consist of four quarters, with each quarter being 6-minutes. The clock will run continuously for the first 2 quarters except free throws and timeouts. During the 3<sup>rd</sup> and 4<sup>th</sup> quarters the clock will stop on all dead balls. If a team gets up by 20 points or more, it is a running clock for the rest of the game.
  - a. There will be 1-minute intervals in between quarters and a 5-minute halftime.
    - i. Referees and/or SCYB members running the clock/book, reserve the right to shorten the halftime interval based on game schedules throughout the day.
  - b. Overtime periods consist of 3-minutes.
2. When a Team leads by 10 or more points that team must make two passes in the front court (defined as the first line just past halfcourt) before attempting to shoot the ball. If a shot is attempted before two passes are made, it is a dead ball and the losing team will take over possession. If the ball goes out of bounds after the two passes have been completed and that team retains possession, they do not have to make any more passes before a shot attempt. Both passes must be made in the frontcourt (which is once the player passes halfcourt). A pass from the backcourt to the frontcourt does not count. A handoff does not count as a pass.
3. After the first and second quarters, the players playing in each quarter will get to attempt 1 free throw each to be added to the total score.
4. Each team will have 3 full timeouts and 2-30 second timeouts. Each team is awarded 1 extra timeout in overtime, only if they have used all previous timeouts.
5. Foul shots will be made from the 2<sup>nd</sup> lane marker \*(figure 1) No violation called on the shooter, if he/she jumps over the line. Violations can be called if shooter advances to the ball before it touches the rim. Free throws are played on contact with the rim, not when the ball leaves the shooters hand.
6. Initial possession will be determined by a coin toss. Possession will alternate after that.
7. Players cannot be double teamed until they are inside the 3 second lane (the paint). On the third violation the team will be assessed a technical foul and the player who was double teamed will shoot one technical foul free throw and their team will retain possession. Each subsequent violation will result in the same penalty. \*The Double team Technical Fouls count will Reset 0 at the start of the 2<sup>nd</sup> half.
8. Minor traveling and double dribble infractions will be ignored by the referee, but excessive traveling and double dribble infractions will be called, and possession will be awarded to the

defense. As the season progresses the referees will gradually increase enforcement of these infractions.

9. No backcourt defense is allowed all game. Team clearly losing possession of ball must drop back on defense and may not challenge offense until offense crosses the halfcourt line. The defense must remain past the first line after halfcourt and may not defend a player until he/she crosses the halfcourt line completely (body and basketball). The first two violations of back court defense 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.  
\*The Backcourt Technical Fouls count will Reset to 0 at the start of the 2<sup>nd</sup> half.
  - a. Should a team struggle so significantly to get the ball across halfcourt, referees reserve the right to use discretion and pull the defender back.
10. Teams may be called for delay of game for not hurrying on substitutions, dead balls, and free throws. The first violation will result in a warning. Any subsequent violations will result in one technical foul shot and possession of the ball.
11. A team may only have one coach on the court during the game.
12. Out of bounds plays being passed from front court to back court can be contested by the defense if the ball had previously advanced over the center court.
13. Three (3) pointers will not be counted.
14. All players must play two full quarters in the game and play no more than 3 quarters per game. The only exception is a team playing with 6 or less players. In this case, each player must play at least 3 quarters. During the tournament, all players must play one full quarter in the first half and play no more than 3 quarters per game. No substitutions are allowed in the first half, unless a player is unable to play. **Open substitution is allowed in second half.**
15. Teams must have five players to begin a game. A 5-minute grace period will be given. If four players are present, teams must play a 4 on 4 game, with the team with more players receiving a forfeit win.
16. Teams must have five players in a game at all times unless players are not available due to injury or disqualification.
17. All other high school basketball rules will apply.
18. The Home Team as designated by the online website Schedule will wear the Light or (brighter) color side of jersey. Away Team will wear the Darker Color Side. See \*(Figure 2) for Bench location and Proper Warm up goal.
19. Each player will wear a wrist band the same color as the player they are defending on the opposite team. If coaches disagree on matchups they may instruct their player(s) to defend someone wearing a different color but accept the risk of committing a double team violation.
20. Isolation and clear out plays are not allowed. Each player should be encouraged to participate in every play. If a referee determines this is happening, the ball will be turned over to the other team.

**Clock/Book**

1. One member from a home team and one member from an away team is responsible for keeping the clock and the book for a game other than their own. This is typically the head coaches or assistant coaches from another team. The example schedule is as follows:

	Saturday					
	8:30PM	9:40PM	10:50AM	12:00AM	1:10AM	
Game Time	A	B	C	D	E	
Clock/Book	B	A	D	C	?	

EXAMPLE: Play Game time A keep Clock book for A time

2. The only people allowed at the clock/book table is the Home and Away team personnel responsible for keeping the clock/book and any SCYB board member.
  - a. Family members, players, children, etc. are not allowed at the table. Exceptions can be made upon request to a SCYB board member.
3. If a HEAD COACH has a discrepancy with the clock/book or personnel responsible, it is OK to question the accuracy, as long as it is done in a respectful and appropriate manner. Assistant coaches are not allowed to question or approach the table.

**Equipment**

1. The goal will be set at 8’.
2. Ball size is 27.5” (size 5).
  - a. Practice balls - Each team will be awarded one (1) practice ball for the season, that must be returned at the end of the season. League coordinator(s) are responsible for ensuring all team balls are collected.

**Conduct & Discipline**

1. Head coaches are responsible for the conduct of all personnel on their bench, including assistant coaches.
2. A team may only have one coach standing at any given time. The first offence will result in a warning from the referee(s). Any subsequent violations will result in a technical foul and possession of the ball for the opposite team.
3. Any player 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 judgement in the cases of fighting or behavior problems.
4. A coach who receives two technical fouls and/or is ejected from the game will automatically be required to serve an immediate one game suspension not to include the game from which they were ejected. A coach ejected from two games will not be allowed to coach the remainder of the year. Coaches may appeal these suspensions to the executive board of directors.

5. Parents and spectators are to refrain from yelling and taunting the players, coaches, referees, and or other spectators. Under NO circumstances should a parent or spectator EVER approach a referee or opposing coach prior to, during, or after the game with a complaint.

Figure 1.

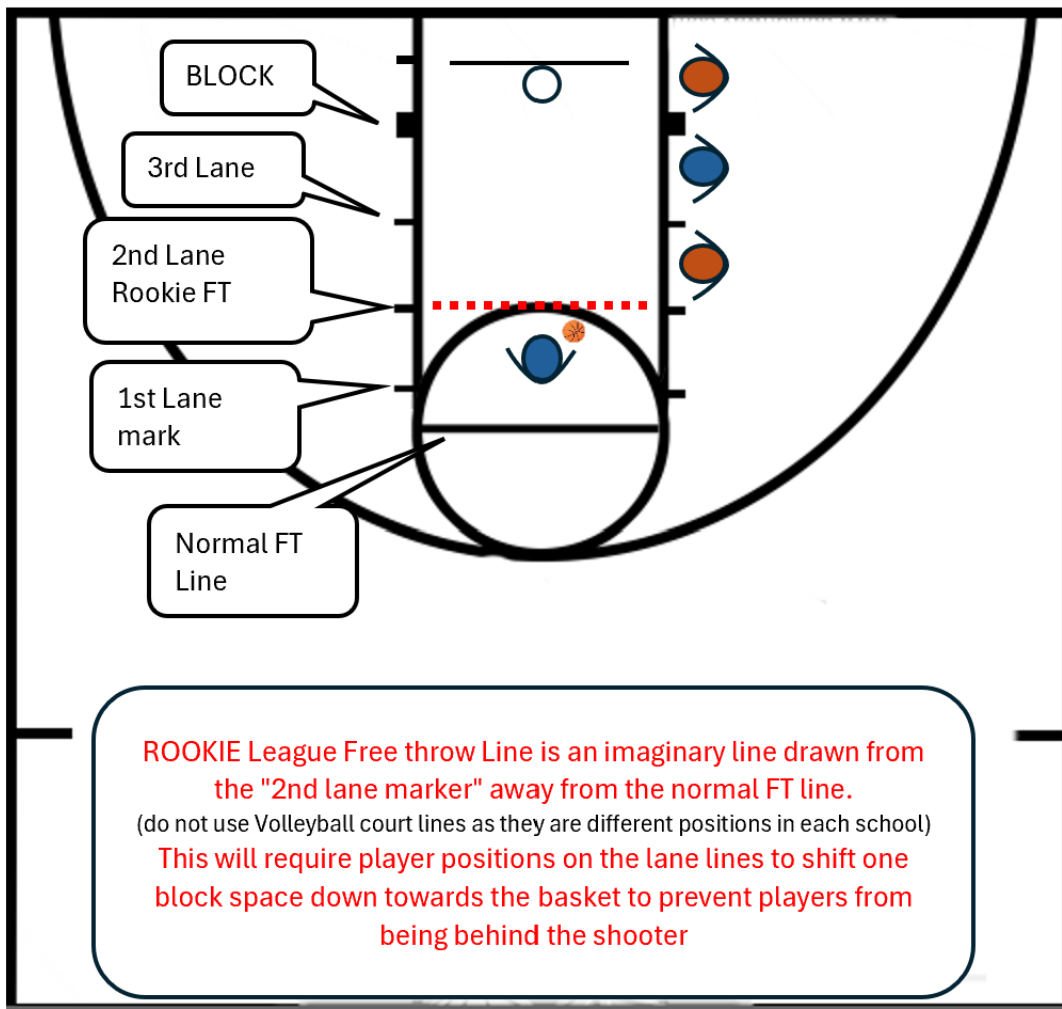
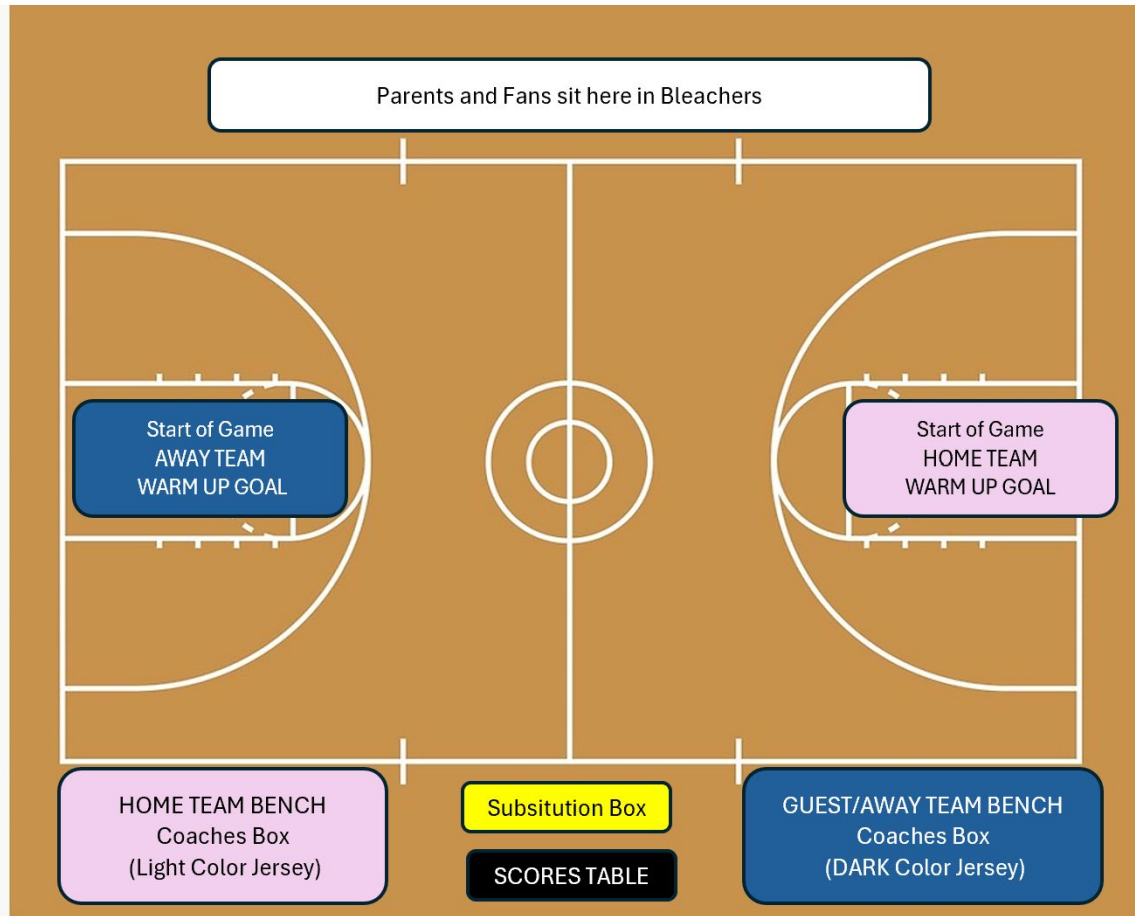


FIGURE 2.



Changes Log

Date	Change made by:	Details of change
1/13/2024	MJG	Cleaned up order of general rules
7/28/2024	MG & JG (board vote)	Conduct and Discipline Added #4 item for Coach ejections automatic game suspension.
7/28/2024	MG & JG (board vote)	Rule #7 and Rule #9 Backcourt and Double Team Tech Foul count will reset to 0 at start of 2 <sup>nd</sup> half.
7/28/2024	MG	Added Figure 1 and Figure 2 for Clarifications