



## **SCYB BANTAM LEAGUE RULES**

In general, Referees will defer to KHSAA and NFHS rules & Regulations for all SCYB games with the following exceptions explained below:

### **SECTION 1. General Time and Player Rules**

1. Games will consist of four quarters, with each quarter being **10 minutes**. It is a running clock the entire game and all violations will be called. \*No grace period given. (clock will only stop on free throws and timeouts), However; In Competitive games with any lead less than 15 points and no concern for starting the next game on time, then the clock may be stopped for any and all dead balls from within the last **(3 minutes)** of game ending.
  - 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.
  - c. 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.
2. 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.
3. All players must play one full quarter in the first half and play no more than 3 quarters per game. If a player plays the 1<sup>st</sup> and 2<sup>nd</sup> quarters (b/c there are less than ten players) that player cannot split time in the second half. That player must only play 1 more full quarter. No substitutions are allowed in the first half unless a player is unable to play. **Open substitution is allowed in the second half.** A player can only play 4 quarters if the team has 7 or less players before the start of the 2nd quarter.

If a player shows up late to a game, coaches should work that player into the game to ensure he/she gets one full quarter.
4. 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.
5. Teams must always have five players in a game unless players are unavailable due to injury or disqualification.
6. 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.

7. Only one Coach is allowed to stand and coach within the coaches' box at a time. See \*(Figure 2 The other coaches must remain seated during game play. (A team may have no more than 3 total coaches on the bench)

## **SECTION 2. Offense and Defense Rules**

1. Three (3) pointers will not be counted.
2. Foul shots will be made from the 1<sup>st</sup> lane marker. \*(figure 1) No violation called on the shooter, if he/she jumps over the line, however; violations can be called if shooter then advances to the ball before it touches the rim. Free throws are played on the Release when the ball leaves the shooters hand.
3. DEFENSIVE COACHING:
  - a. **Defense must play Man to MAN. (No ZONE Defense is allowed!) Players cannot be double teamed (help defense) until they have one foot inside of the PAINT.** On the first two violations the offensive team will take the ball out of bounds. Any subsequent violation will result in the offense shooting **two** technical free throws and retaining possession. \*The Double team/ZONE Technical Fouls count will Reset 0 at the start of the 2<sup>nd</sup> half.
  - b. No backcourt defense is allowed. 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 AKA "volleyball Line" (figure. 2) 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 Foul count will Reset to 0 at the start of the 2<sup>nd</sup> half.
  - c. 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.
  - d. Out of bounds plays being passed from front court to back court can be contested by the defense if the ball had advanced previously over the center court.
  - e. **For Competitive games, Double Teaming and FULL COURT PRESS are allowed within the last 3 minutes of a game if the lead is less than 10 points.**
4. Traveling and Double Dribbling infractions will now be enforced from the start of season. No grace or grace period is given.
5. When a Team leads by 15 or more points that team must make two passes in the front court 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.
6. 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.
7. Initial possession will be determined by a coin toss. Possession will alternate after that.

### **SECTION 3. Conduct & Discipline Rules**

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. Coaches must stay at the bench.
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 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 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.

### **SECTION 4. Clock/Book Rules**

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:

	Friday (Creekside)		Saturday @ (SCOLA "PHOENIX")					
	6:30PM	7:40PM	10:50AM (training)	12:00PM	1:10PM	2:20PM	3:30PM	4:40PM
Game Time	A	B	C	D	E	F	G	H
Clock/Book	B	A	D	C	F	E	H	G

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

2. The only people allowed at the clock/book table are 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, if it is done in a respectful and appropriate manner. Assistant coaches are not allowed to question or approach the table for discrepancies but are allowed to approach the table to ask game specific questions like foul count or timeouts remaining.

## **SECTION 5. Equipment**

1. The goal will be set at 8.5.'
2. Ball size is 27.5" (size 5).
  - a. Practice balls - Each team will be awarded one (1) practice ball for the season, which must be returned at the end of the season. League coordinator(s) are responsible for ensuring all team balls are collected.

### Changes Log

Date	Change made by:	Details of change
8/21/23	CKB	Clarified rules. Lowered goal height to 8.5ft and ball size to 27.5. Clarified rule that coaches must stay at the bench.
1/13/2024	MJG	Added double team rules, Clock book schedule and cleaned up order.
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
12/2/2024	MG (board Vote)	Edit Rule 2 and Rule 9 to further define Defense drop position to behind "volleyball line"
8/8/2025	MG (board Vote)	Changed from 6min quarters to 10min quarters with running clock Dead balls stop clock for last minute of play if time/score allows. 15 points before 2 pass rules are in effect. Free throws played off the release. Double teaming and Press allowed for the last 3 minutes of game if lead under 10points. Travel/double dribble called 100% from start of season! MAN TO MAN defense REQUIRED until inside PAINT
8/8/2025	MJG	Added no isolation plays allowed since M-M defense
9/24/2025	MJG	Updated clock/book example dates/times /school

Figure 1.

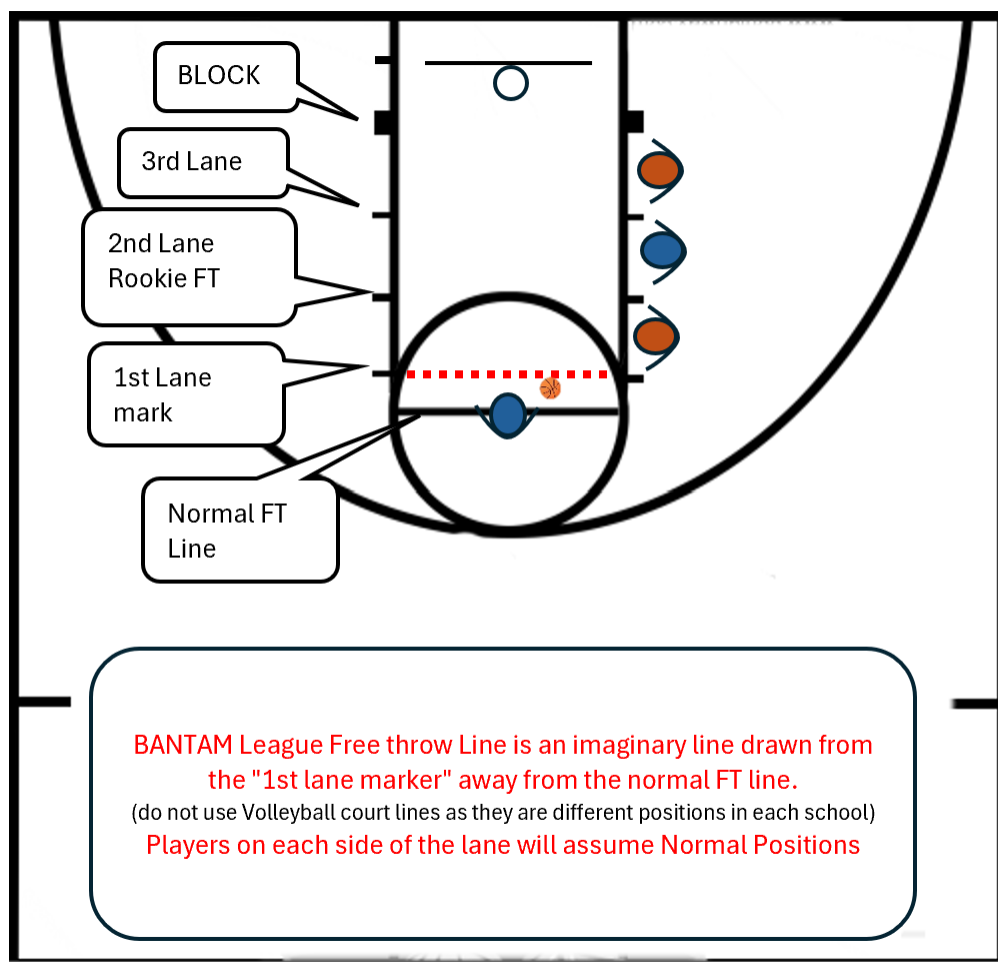


FIGURE 2.

