

2024 EYSA BASKETBALL RULES

13U/14U

1. GENERAL

- a. General NFHS basketball rules will be followed with some leniency and with the modifications listed here. As the season progresses, the calls from the officials will become tighter.
- b. Game officials have full authority to enforce the rules of the game and will have full control of the game facilities beginning 30-minutes before the first game and ending when the final scores have been recorded and verified.
- c. Any game may be forfeited because of misconduct by a coach, a player, or a spectator.
- d. All players must have a completed Emergency Medical Authorization form (EMA) in their coach's possession to participate in a game.
- e. There are no protests in the EYSA basketball program.
- f. Game cancellations will ONLY be posted on EYSA's Facebook page.
- g. Coaches or spectators may be used as game officials if no EYSA officials are available.
- h. Game scores/wins/losses will be kept.
- i. 10' hoops will be used.
- j. 28 1/2" balls will be used.
- k. Non-marking shoes must be worn.
- l. Jewelry is not permitted. **Taped jewelry is not acceptable. All jewelry must be removed.** Medical bracelets must be secured with tape so that they are not loose.
- m. Caps/hats of any type are prohibited.
- n. Shirts must be tucked in; shoes must be tied, and clothing strings must be tucked away.
- o. Players with visible blood may not continue playing until the bleeding has stopped and no more blood is visible, including on the player's clothing.

2. CONDUCT

- a. Coaches will be held to the highest behavioral standards. Any coach who is observed criticizing the officiating of the game will be charged with a technical foul.
- b. Coaches may only enter the court during injuries, timeouts, or between quarters. Any coach entering the court otherwise will be charged with a technical foul.

3. PREGAME

- a. Coaches must provide the score table with their game day roster at a minimum of 10-minutes before the scheduled start of the game. Game day roster must include the player's first initial, last name, and jersey number.

4. ROSTER

- a. All players must be registered with EYSA to participate.
- b. All players must have a number on their jersey. Duplicate numbers on the same team are prohibited.
- c. Teams found playing unregistered players will forfeit the game.
- d. Players must wear their EYSA basketball jersey as the outermost garment.

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- e. Coaches are required to play all players in each half and provide the opportunity for an equal amount of playing time to the best of their ability.
- f. Teams must have a minimum of 5 players to start the game. If a team can only field 5 players, games will be 4-on-4 with 1 substitute. Failure to field 5 players will result in a forfeit.
- g. There is a 10-minute grace period for teams to meet the minimum roster requirement.
- h. Teams may use substitute players in accordance with the EYSA Policy Manual.

5. SCORES

- a. At the conclusion of each game, coaches will review and sign the scoresheet. Any discrepancies regarding the scoresheet must be resolved by the referee prior to the coaches leaving the game area. Scores become final once both coaches have signed the scoresheet.

6. SCORING/CLOCK ERRORS

- a. Any errors regarding the clock, score, or other stats of the game can be rectified by the referee so long as the correction occurs no later than the next dead ball incident.

7. CLOCK

- a. A stop clock will be used.
- b. There will be no shot clock.
- c. Games will consist of four 9-minute periods. Games in which the 10-minute grace period was used will consist of four 7-minute periods.
- d. Halftime will be 5-minutes. Time between periods will be 2 minutes.
- e. Coaches are prohibited from making attempts to influence the actions of the timekeeper.

8. OVERTIME

- a. Overtime will be 3-minutes operating under a stop clock.
- b. One 60-second timeout will be added to the total number of remaining timeouts a team has at the end of regulation play.
- c. If there is a tie after the first overtime period, a sudden-death overtime will commence.
 - i. The first team to score in sudden-death overtime wins.
 - ii. Sudden death-overtime will begin with a jump ball.
 - iii. No timeouts will be available during the sudden-death period.

9. TIMEOUTS

- a. Timeouts may only be called when the team calling a timeout has possession of the ball.
- b. Three 60-second timeouts will be available for each team each half. Unused timeouts do not carry over, except in regard to rule 8.b.

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- c. Coaches who call an illegal time out (i.e. when they have none remaining or when their team does not have possession) will be charged with a technical foul.

10. DEFENSE

- a. Teams may play either man-to-man or zone defense.
- b. Press defense is permitted only in the last 2-minutes of a half. Teams that are ahead by 10 or more points are not permitted to use press defense.
- c. Closely guarded rules apply.

11. OFFENSE

- a. Balls that hit the bottom, side, or top of the backboard are live. Balls that hit any supporting bracket of the backboard or balls that travel over the backboard will be out of bounds.
- b. Any try that results in the ball getting stuck between the rim and the backboard will result in a midcourt throw-in based off the possession arrow.

12. SUBSTITUTIONS

- a. Players must check in at the score table and kneel near the scorekeeper table prior to subbing in. Substitutions may be made during dead balls and with the referee's permission.

13. INJURIES

- a. Injured players must take a knee to indicate an injury if possible.
- b. Game officials may call an injury timeout if it appears to them as if a player is injured.
- c. If an injured player is able to quickly resume play, they need't be substituted (referee discretion).
- d. If a coach enters the court or is summoned onto the court to tend to an injured player, the injured player must be substituted.
- e. Coaches can elect to use a timeout to "buy" the injured player back into the game immediately without being substituted.
- f. Players who are removed from the court as a result of showing the symptoms of a concussion may not return until the player has been cleared in accordance with the EYSA Policy Manual.

14. FOULS

- a. Free throw tries must strike the rim or backboard.
- b. Players lined up on the lane lines may enter the key when the shooter releases the ball. Players standing behind the 3-point arc may cross when the ball hits the rim or backboard.
- c. Bonus status (7th team foul in a half) and double bonus (10th team foul in a half) apply.
 - i. Technical and flagrant technical fouls while in bonus will result in one additional free throw try.

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- ii. Team control fouls are not awarded additional free throws while a team is in bonus or double-bonus status.
- d. TECHNICAL FOUL
 - i. Technical fouls are issued for unsportsmanlike conduct, and/or conduct that delays the progress of the game.
 - ii. Fouled team receives 1 free-throw attempt and possession thereafter.
 - iii. Player or coach ejected after two technical fouls in the same game.
- e. FLAGRANT FOUL
 - i. Flagrant fouls are issued for conduct that intentionally or recklessly creates a safety risk for participants and/or spectators.
 - ii. The fouled team receives 2 free-throw attempts plus possession at the midline.
 - iii. The offending player or coach is immediately ejected from the game.
 - iv. Any coach or player who is ejected from the game must meet with the Commissioner prior to participating in any further EYSA practices, games, or events.

15. PLAYOFFS

- a. Playoff seeding will be based on division standings after 9 games.
 - i. 1st place will play 2nd place in the final game of the season. The winner will be crowned the division champion. The loser will be awarded 2nd place.
 - ii. 3rd place will play 4th place. The winner will be awarded 3rd place. The loser will be awarded 4th place.
- b. Tiebreaker Analysis
 - i. Winning Percentage
 - ii. Head-To-Head
 - iii. Head-To-Head Differential
 - iv. Total Points For
 - v. Total Points Against
 - vi. Total Points Differential
 - vii. Lowest Number of Forfeits
 - viii. Coin Toss