

**St. Patrick's Youth Association
Intramural Basketball League
2018**

Rules & Modifications

NCAA Rules (Girls), and National Federation of State High School Associations (NFHS) Rules (Boys), govern league play.

All Grades Except Boys High School Divisions

- Coaches must make every effort to afford all players equal playing time.
 1. Each game will be stopped at the half-way point of every quarter to allow for a five player substitution by each team.
 2. This substitution is mandatory for all teams.
 3. The five players entering the game will report to the scorer's table where the scorekeeper will note the entering player's number as shown on the attached example "*Score and Player Substitution Sheet*". Coaches are encouraged to use this sheet as well during a game. If a coach believes an illegal substitution has been made, he/she must request an official's time-out and ask for a ruling by the referee using the scorekeeper's version as the official document. If a violation has occurred, a warning will be issued to the violating coach. If a second violation occurs during the game, the violating team will be assessed a two shot technical foul and loss of possession. A third violation during a game will result in forfeiture of the game by the violating team. Additionally, the violating coach will be subject to further disciplinary action including suspension or dismissal from the program.
 4. There will be no further substitutions allowed during the quarter except in the event of injury or player disqualification.
 5. Substitutions are not allowed during a time out other than as a result of injury or disqualification.
 6. In the event that a team has less than 10 players, no player shall be allowed to start more than two consecutive substitutions.
 7. This rule applies during overtime periods as well as regulation time with the sole exception that there will not be a mid-overtime period substitution as the periods are only two (Boys 4th, 5th, and 6th Grades and Girls 4th, and 5th Grade) or three (all other divisions) minutes each.
 8. Subject to 6 above, coaches may start any five players at the beginning of the first overtime period.
 9. If a game goes to two or more overtime periods, players must be substituted at the beginning of each subsequent overtime period.

ALL GRADES

- Three-point field goals are allowed.
- All games must start no later than 10 minutes past the scheduled start of a session. A team unable to field 5 players after this period will forfeit the game. In the event that neither team can field 5 players the game will be counted as a forfeit for each team.
- All games will be running clock throughout. The clock will stop for time-out, referee's whistle during the last 1 minute of the game, and the last minute of overtime.
- Each coach must sign the final "*Score and Player Substitution Sheet*" for his team at the conclusion of each game signifying agreement with the final score. The official scorekeeper will report the results of all games to the Youth Office. Division standings will be determined solely from these official scores.
- Time-outs per half: 2 full time-outs (may not be carried over). Teams will be awarded 1 full time-out per overtime session (may not be carried over).
- Four 10 minute quarters. One 2 minute OT. If still tied, an additional overtime period (sudden victory) until at least one point is scored after both teams have had at least one possession. If a game is still tied at the end of the scheduled 1-hour session, the game will be recorded as a tie.

ALL GRADES EXCEPT Boys 7th - 8th and Girls 6th - 8th Grade, AND BOYS HS

- Lop-sided Game Scores: If a team is ahead by; boys 4th grade, girls 4th grade - 15 points; boys 5th grade, 6th grade, and girls 5th-6th grade - 20 points, the following shall apply:
 1. The team in the lead must fall back to the top of their defensive key
 2. There can be no double teaming anywhere on the court by the leading team
 3. Violations will result in a technical foul on the coach, 2 shots and possession at mid-court
 4. The team in the lead may not fast break
 5. The team in the lead must make at least three passes in the offensive zone (over half-court) before attempting a basket

Team Standings and Playoff Seeding

- Teams will be awarded 2 points for a win, 1 point for a tie
- Playoff seeding will be determined by total points earned
- For all divisions, the first tie breaker will be head-to-head record, the second tiebreaker will be head-to-head point differential, the third tie breaker will be total point differential, and the fourth tiebreaker will be a coin flip conducted by the program coordinator in the comfort of his office; no appeals accepted!

Boys 4th, Boys 5th - 6th, and Girls 4th - 5th Grade

- One official assigned each game
- Game ball: circumference (Girls 4th– 5th, and Boys 4th) 27.5"-28.5" (Boys 5th - 6th) 28.5"-29.5"
- 10-second backcourt rule in effect. (Girls & Boys)

Boys 7th - 8th Grade, Boys High School, and Girls 6th - 8th Grade

- One official assigned each game
- Game ball: circumference (Girls) 28.5"-29.5" (Boys) 29.5"-30.0"
- 10-second backcourt rule in effect. (Girls & Boys)

All High School Divisions

- Two officials assigned each game
- Game ball: circumference 30.0"
- 10-second backcourt rule in effect.

Boys 4th, Boys 5th - 6th, and Girls 4th - 5th Grade Modifications

- Man-to-man defense will be played the entire game. Defensive coverage assignments may switch at any time as long as defenders are attempting to play man-to-man defense.
- Violations result in warning(s), then technical fouls. This is a judgment call.
Exception: A team may elect to play any defense, zones included, when losing by 15 points or more.
- No pressing in the backcourt at any time regardless of the score. Front court change of possession forces the team now on defense to drop back to the half court line to pick up their man. Violations are administered as a turnover. Defenders must start man-to-man play as their opponents cross the half court line.
- No double (or more) teaming of the ball except: a) on direct drive to the basket, (b) in the key area and (c) when any defender can be within 6' of his man and the ball. Violations result in warning(s) then technical fouls. This is a judgment call.
- When a group of offensive players (two or more) remove themselves from the offense above the foul line (clear out), **a 15 ft perimeter from the center of the basket** no defender will be forced to play defense on them until they clearly join the offensive play.
- **Anytime that play stops in the last two minutes of the game, after a basket, a time-out or an official's whistle, the clock will NOT re-start until the ball has crossed the center court line. The ten-second rule is still in effect**

Boys 7th - 8th and Girls 6th - 8th Grade Modifications

- No pressing in the back court at any time regardless of the score. Front court change of possession forces the team now on defense to drop back to the half court line. Violations are administered as a turnover.
- Zone defenses may be used once the team on offense crosses into the front court.
- Teams may also employ a double team anywhere in the front court.

Boys High School Modifications

The Boys High divisions (Varsity and JV) will be governed by NFHS Rules subject to the modifications above with respect to the length of periods, time outs, and overtime periods.

While there is no mandatory mid-period substitution requirement, coaches are expected to provide sufficient playing time to all team members who have met any team behavior, and game and practice attendance requirements established by the team coach. While there is no formal definition of “sufficient playing time” a reasonable amount would be at least one quarter of a game. Consistent failure on the part of any coach to satisfy this requirement can lead to league disciplinary action. Please remember that ours is an intramural league, not the NBA! Our players have paid money to play, not to sit and watch.