# Oak Hills Youth Athletics Basketball League

Instructional League
Game Rules

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# **Change Log**

Date	Changed By	Section	Description
6/15/2007	Kevin Davis	All	Document creation
8/20/2010	Kevin Davis	1.2	Adjust playing time rules
11/28/2012	Kevin Davis	All	Convert OHJP to OHYA

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# Instructional League Game Rules

# 1.1. Prevailing Rules

 Games shall be played in accordance with the current Ohio High School Athletic Association (OHSAA) rulebook, except for any specific OHYA Basketball rules stated here.

## 1.2. Player Participation

- All players must play the equivalent of 50% or more of each game.
- A player being in foul trouble does NOT nullify this requirement
- This rule applies to all regular season and tournament games.
- OHYA Basketball views this as the most important rule for coaches to follow.
   Violation of this rule means that a player did not get their fair amount of playing time.

#### Violation of this rule will result in:

- A warning from the OHYA Disciplinary Committee to the head coach for the first offense. Any subsequent violation will result in immediate suspension of the head coach.
- The potential for the forfeiture of wins where this rule was not followed. A
  recommendation regarding forfeiture will be made by the Disciplinary
  Committee to OHYA Basketball Committee. All decisions of the Committee are
  final.

Note: Officials are NOT expected to monitor this issue. If a player, parent or opposing coach has issue with the way another team is managing player participation, they should report this issue to the league using the Issue Reporting functionality on the website.

# 1.3. Goal Height and Court Adjustments

#### 1.3.1. Goal Height:

- 3<sup>rd</sup> Grade 9 feet
- 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Grade 10 feet

#### 1.3.2. Foul Line

- 3<sup>rd</sup> and 4<sup>th</sup> Grade Base of Circle
- 5<sup>th</sup> Grade 12 feet
- 6<sup>th</sup> Grade 15 feet

# 1.4. Game Regulations

#### 1.4.1. Game Start – Number of Players per Team Requirement

- Each team must have at least 5 players to start a scheduled OHYA Basketball game.
- If one team does not have 5 players present, who are listed on their official OHYA Basketball roster, then that team will forfeit the game.
- Referees should be paid.

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- The two teams may play a game, if they choose. The outcome of that unsanctioned contest will not change the official ruling that the game was a forfeit.
- The winning coach should report the score via the website. The score should be reported as winning team score = 1, losing team score = 0.

#### 1.4.2. Game – Player Roster Requirement

- Only players listed on the official OHJYA Basketball roster for a team may participate in a game.
- This rule cannot be superseded by agreement between the coaches and the referee's.
- Teams using non-roster players may face forfeiture of game wins and coach suspensions,

## 1.4.3. Three-point Shot

- 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Grade There is no 3-point goal
- 6<sup>th</sup> Grade Shots made from behind the three point line are counted as three points.

#### 1.4.4. Timing

- 3<sup>rd</sup> and 4<sup>th</sup> Grade 5 minute regulation quarters
- 5<sup>th</sup> and 6<sup>th</sup> Grade 6 minute regulation quarters

#### 1.4.5. Overtime

- First Overtime 2 minute regulation period
- Subsequent Overtimes 2 minute regulation sudden death (no sudden death in tournament)

#### 1.4.6. Timeouts

- 4 timeouts per game, maximum 2 per half. No 30 second time-outs.
- In overtime games, one additional time-out is allotted to each team in addition to unused second half time-outs, regardless of the number of overtimes played.

# 1.4.7. Rules for 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Grades

- Violation of these special game rules is a judgment call by the referee. The first two violations of any of the rules will result in bench warnings. All subsequent violations of any rule are bench technical fouls.
- The following rules apply at all times during 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> grade games.

#### 1.4.7.1. **Game Timing**

o In the last 30 seconds of the fourth quarter or overtime period after a dead ball, the clock will only start after the ball crosses mid-court.

### 1.4.7.2. Defense

- o Front court man to man defense is required to be played.
- Pressing is not allowed in the back court.
- When the defensive team gains possession of the ball they cannot be challenged until they cross the center line with both feet and the ball.
- If a change of possession occurs as a result of challenging in the back court the referee will award possession to the team which originally had possession (no bench warning or technical).
- If an offensive player loses control of the ball in the front court and it rolls to the back court, it is considered a free ball and any player may take control of it anywhere on the court.

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- o Trapping and double teaming outside the lane are not allowed.
- Defensive players may not deliberately leave their assignment to create a disadvantage to the offense. An exception to this rule is switching defensive assignments. When this happens, the players involved will be given a brief period of time to reestablish their assignments before being called for a violation. The switching should be done promptly, so that defensive players are not called for an illegal defense.
- Once the ball enters the lane, the defense may collapse, creating a double team situation (for the purpose of this rule, the upper boundary of the lane is considered 15 feet from the basket in all grades).
- When an offensive player passes closely by another defensive player, it is permissible for the second defensive player to steal the ball with a handswipe so long as they maintain their primary assignment.

#### 1.4.7.3. Offense

- For the purpose of 3-second calls, the upper boundary is the foul lane for that grade.
- There will be no isolation of players during the course of the game. All players should actively participate in the game. One or two players should not control the entire game while other team members stand and watch.

## 1.4.8. Rules for 6<sup>th</sup> Grade

- Violation of these special game rules is a judgment call by the referee. The first two violations of any of the rules will result in bench warnings. All subsequent violations of any rule are bench technical fouls.
- Open basketball is played for all 6<sup>th</sup> grade games.
- The following special rules apply at all times during 6<sup>th</sup> grade games.

#### 1.4.8.1. Defense

- Zone defenses are not permitted in the front court during the first and second quarter. The defense may use a zone press in the back court, but must fall back in to a man to man in the front court. Defense may trap and double team in the front court, but if the trap or double team is not successful (i.e., the offensive player gives up the ball) the defending player who left his primary assignment must quickly either return to his primary assignment or to a double team of the offensive player who now has the ball.
- Back court pressure may not be applied when the defensive team has a lead of ten points or more.
- There will be no isolation of players during the course of the game. All players should actively participate in the game. One or two players should not control the entire game while other team members stand and watch.

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