

Southwest Grades 9-12 Rules

"Minnesota High School Basketball rules apply unless specifically abridged by the following rules."

1. Playing Time Requirements:

- This is an equal play league. An equal play score sheet will be must be marked and will enforced to ensure equal play for team players. The scoresheet at the scorer's table is the official score sheet.
- Only registered players can play in your team's games unless a substitute is OK'd by the league director.
- No association travel players, high school players, or players from other schools may play in this league in the same season they are registered with their association or school team.
- A player that has officially dropped from their association or school team may be added to an Intramural league team at the discretion of the Intramural Director on a case by case basis.
- Any players added to the team must have approval from the League Director.

Play Time Requirements	
6 Players = 2/6 times, 4/7 times	9 Players = 5/4 times, 4/5 times
7 Players = 2/5 times, 5/6 times	10 Players = 10/4 times
8 Players = 8/5 times	

2. Roster substitutions to avoid forfeit:

- Teams short (4) players during the regular season due to injury, illness or other reasons may utilize ONE registered player and that player must be one grade younger than your teams grade to avoid forfeit of the game.
- Any roster additions must have league director approval. No additions are allowed during end of season tournament play.

3. Forfeit:

- If any team fails to have four (4) players or a registered coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited.

4. Referees:

- Games may start with one referee.

5. Coaches/officials meeting:

- Coaches/officials should meet at half court prior to the game to review any rule concerns.

6. Game Length:

- A minimum of 2 minutes will be put on the clock for a pre-game warm-up unless more time permits.
- Games are 2 sixteen minute halves, stop time, in length.
- 2 minutes are put on the clock for half-time.
- The overall length of the game will be 65 minutes total.

7. Overtime:

- If any regulation game ends in a tie, there will be a one minute rest period. An overtime period is three-minutes in length.
- If, at the end of the overtime, the game is still tied, a sudden death overtime will be played and the first team that scores will be declared the winner.
- The **65-minute game time limit is still applied**. Full games are encouraged where practical.
- A jump ball will start the overtime periods. The time limit is waived for tournament games. All playing time requirements are off in overtime.
- Ejected or fouled out players are not eligible to return for play.

8. Substitution:

- Substitutions occur at the 12, 8, and 4 minute mark of each half or at a stoppage or slow point in play.
- **Substitutions other than above times are allowed only for:**
 - ***An injury, a player fouls out with five fouls, or is ejected from the game.***
 - ***A player gets three fouls in the first half (substitution must occur immediately upon the occurrence of the foul).***
 - ***A player receives a technical foul (substitution must occur immediately upon the occurrence of the foul and lasts until the next equal play substitution at the quarter/half quarter or overtime period).***
 - ***Overtime (no substitutions are allowed during first overtime except as noted above; may substitute different players during sudden death overtime provided the players have not fouled out)***
 - ***The player rotation count towards the player who is being substituted for in the above cases.***

8. Jump Balls:

- After the initial jump ball at the start of the game, all jump ball situations will be resolved using the alternate possession rule. A jump ball will start overtime.

9. Time outs:

- Two time-outs per half, per team.
- No carry-over to another half or overtime is allowed.
- Each team is awarded one time-out per team during entire overtime period.

10. Defense:

- All defenses are allowed.
- **Pressing:** All full court presses are allowed until a 20-point difference is recorded.
- Referees are encouraged to give a warning before enforcing a technical foul for repeated infractions of not falling back to half-court after a change in possession.
- Once a lead is back under 10 points a full court press defense may be used again.

11. Foul Rules: The Minnesota State High School Basketball apply except as noted.

- **Bonus:** Teams will shoot 1-and-1 when the opposing team has committed its seventh team foul.
- **Double bonus:** Two shots at ten fouls.
- Players foul out of the game after committing their fifth foul. If a team is short of five remaining players, the last player fouling out stays in the game. Every future foul by this player results in a technical foul. Players on the bench who fouled out earlier in the game may not re-enter the game.
- **Technical Fouls:** Technical fouls are also personal fouls. **All technical fouls will be non-shooting fouls. Two points and the ball at half-court are awarded for a technical.**
- A flagrant foul = player ejection.
- Any player who receives 2 technical fouls in one game must leave the building immediately following the second foul. That player is suspended for the next game. **Any player who gets a total of 3 confirmed technical fouls during the season is removed from the league.** They must leave the building and may not play for the rest of the season. Technical fouls are reported to the League Director by date/court/team/player on the games equal play scoresheet.
- **Any team with 3 conduct related technical fouls in one game** immediately forfeits the game and must leave the building immediately. The opposing team may use the remaining game time for practice.

12. Mercy Rule: At the start of the second half, if a team is losing by more than 25points, running time will be used until a lead shrinks back down to less than 15 points. Stop time will occur only for substitution, injury, time out.

Tournament Seeding Tie-Breakers

Tie Breakers will be determined the following ways for tournament seeding.

- Win percentage
- Head to Head play
- Points Against

