

YOUTH BASKETBALL

RULES & REGULATIONS

Rule 1: SCORING AND TIMING

Section 1: Scoring:

Three Point Basket	-Three Points
Two Point Field Goal	-Two Points
Free Throw*	-One Point
Defaulted-Game	-2-0 or score stands if defaulting team is behind at the time of default.

* Free Throw only applies during stopped time portion of game.

During the rest of the game if a player is fouled during the act of shooting, and

- If the ball does **not** go into the basket
 - his/her team is awarded one point if the shot took place in front of the three point arc and the offensive team gets the ball out of bounds at the baseline
 - his/her team is awarded two points if the shot took place behind the three point arc and the offensive team gets the ball out of bounds at the baseline
- If the ball does go into the basket
 - his/her team is awarded 3 points if the shot took place in front of the three point arc and the defensive team gets the ball at the base line.
 - his/her team is awarded 4 points if the shot took place behind the three point arc and the defensive team gets the ball at the base line.

Section 2: Timing:

A: A game shall consist of two 12-minute running time halves.

B: Final game consists of four 7-minute quarters.

C: A two-minute intermission will precede any overtime period.

D: The last two minutes of the second half and all of any overtime period will be played using stopped time.

E: The last quarter of the final game will be played using stopped time.

F: Overtime periods will be three minutes.

G: There is a five minute intermission between half-times.

H: There is a two minute intermission between each quarter for the final game.

Section 3: The Game:

A: Successive overtime periods will be played until one team has outscored the other at end of an overtime period.

B: The Alternating Possession rule will govern through out the game and the initial possession in an overtime period.

Section 4: Time-outs:

A: Each team is allowed two time-outs per half.

B: Each team is allowed one time-out per overtime period.

C: Time-outs are not cumulative from the first half into the second half, from the second half into overtime, or from the overtime period into another.

D: Time-outs may be requested by any player on the court during a dead ball, or by any player on the court whose team is in control of the ball during a live ball.

E: Time-outs shall be one minute long.

Rule 2: PLAYERS AND SUBSTITUTES

Section 1: Players

A team consists of five players. A team may not play with less than Three players. No more than seven names may appear on either the official roster or a game card at any time.

Section 2: Substitutes

All substitutes must report to the score keeper. Substitutes will be allowed to enter the game by an official only during a dead ball. All substitutes must wait for an official's final signal to enter the game. Failure to comply with either of these rules will result in a Technical Foul being assessed.

Section 3: Team Uniforms

Each team shall wear shirts of the same color. Each player must have a unique number on the back of his shirt.

Rule 3: PUTTING THE BALL IN PLAY

Section 1: Preliminaries

A: Before the start of the tournament, the ZSC sports coordinator will explain special rules to the team captains and answer any questions. Knowing the rules and explaining them to his team is the responsibility of each captain, and he should not expect a briefing on every rule before the game.

B: The last name, and the number of each player must appear on the game card before the game, even if that player will show up late for the game.

C: The game will begin with a jump ball at the center circle.

Section 2: Jump Ball

A: Jump ball takes place only at the beginning of the game. Initial possession to start periods (quarters/half/overtimes) will be determined by the Alternating Possession Rule.

B: Time is started when the ball is touched by either of the players jumping.

Section 3: Alternating Possession

A: The team which did not control the opening jump ball will be awarded possession at the first tie ball situation. Possession will be awarded alternately for subsequent jump ball situations and start of new periods (for the duration of the first half).

Rule 4: PENALTIES AND FOULS

Section 1: Shooting Fouls

1.A) During the *RUNNING-CLOCK* portion of the game:

If a player is fouled in the act of shooting and the shot is missed. One point and the ball out of bounds are awarded if the shot took place in front of the three point arc. Two points and the ball out of bounds are awarded if the shot took place behind the three point arc. If the shot is made in front of the three point arc, three points are awarded and possession alternates. If the shot is made behind the three point arc, four points are awarded and possession alternates (same as mentioned in section 1 Rule 1).

1.B) During the *STOPPED-CLOCK* portion of the game:

If the shot is missed in front of the three point arc, two free throws are awarded. If the shot is made in front of the three point arc, two points and one free throw are awarded. If the shot is missed behind the three point arc, three free throws are awarded. If the shot is made behind the three point arc, three points and one free throw are awarded.

Section 2: Team Fouls

2.A) During the *RUNNING-CLOCK* portion of the game:

2.A.1) All Games Except Final:

Each team is allotted seven fouls per half. On the seventh foul, each non-shooting foul will result in one point for the offensive team, and the offense gets the ball out of bounds.

2.A.2) Final Games:

Each team is allotted 4 fouls per quarter. Following the 4th foul, each successive non-shooting foul will result in one point for the offensive team, and the offense gets the ball out of bounds.

2.B) During the *STOPPED-CLOCK* portion of the game:

2.B.1) All Games Except Final:

Team fouls get set to 5 fouls if it is at 4 or below. On the 7th team foul during the stopped-clock portion of the second half, each non-shooting foul will result in a

“one and one” free throw. On the 10th team foul, each non-shooting foul will result in a “double-penalty” bonus two free throws.

2.B.2) Final Games:

Each team is allotted 4 fouls per quarter. Following the 4th foul, each successive non-shooting foul will result in a “one and one” free throw. On the 4th foul, each non-shooting foul will result in “one-and-one” free throw. On the 7th team foul, each non-shooting foul will result in a “double-penalty” bonus two free throws.

Section 3: Player Control Foul

Player control fouls occur when an offensive foul is committed by a player in possession of the ball. In that case, the ball is awarded out of bounds to the defensive team. This is not a team foul.

Section 4: Intentional Fouls

Two shots are awarded in this case if the foul is committed intentionally.

Section 5: Technical/Flagrant Fouls

All Technical/Flagrant fouls will be penalized with two free throws and possession awarded to the opposing team.

Section 6: All Other Fouls

The ball is awarded out of bounds.

Section 7: Disqualification (ejection)

A: A player is disqualified after his fifth personal foul.

B: A Player is disqualified after his second Technical foul.

C: A player may be disqualified at the discretion of the officials of his first incidence of a Flagrant Foul or unsportsmanlike conduct, depending on the severity of the incidence.

Provoke and Retaliation Rules

The one that provokes the harm will be ejected from the game/tournament and subsequent games in following three years. The player who retaliates will be ejected and banned for two years.

All rules and regulations are subject to modification by the ZSC sports coordinator without prior written notice.

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