

SYAA BASKETBALL RULES

BOYS 1ST GRADE LEAGUE

1. Instructional league. Focus on teaching/participation.
2. Everyone plays at least $\frac{1}{2}$ the game. Should endeavor to have equal playing time.
3. Federation Rules apply except as noted herein.
4. 8 minute quarters. No thirty second clock. Running time (except for a coach's time out).
5. Hoop height 8 feet.
6. Zone defense within the three point area.
7. No three point goals.
8. CALL FOULS. No free throws.
9. Call travelling and double dribble, where appropriate. Use discretion. No change of possession, same team takes ball out of bounds.
10. One coach for each team on floor to officiate/coach. Try to work each side of the court so one can monitor for fouls. Call fouls irrespective of team.
11. No three second rule, no over and back.
12. If appropriate, reset score at $\frac{1}{2}$ time.
13. Once possession is gained by the defensive team, the opposing team must then return to defend its basket, and not to attempt to regain possession until the ball is moved within the 3-point arc.

BOYS 1ST - 2ND GRADE LEAGUE

1. Instructional league. Focus on teaching/participation.
2. Everyone plays at least $\frac{1}{2}$ the game. Should endeavor to have equal playing time.
3. Federation Rules apply except as noted herein.
4. 8 minute quarters. No thirty second clock.
5. Hoop height 8 feet.
6. Zone defense within the three point area.
7. No three point goals.
8. CALL FOULS. No free throws.
9. Call travelling and double dribble, where appropriate. Use discretion. No change of possession, same team takes ball out of bounds.
10. One coach for each team on floor to officiate/coach. Try to work each side of the court so one can monitor for fouls. Call fouls irrespective of team.
11. No three second rule, no over and back.
12. If appropriate, reset score at $\frac{1}{2}$ time.
13. Once possession is gained by the defensive team, the opposing team must then return to defend its basket, and not to attempt to regain possession until the ball is moved within the 3-point arc.

BOYS 2nd - 3rd GRADE LEAGUE

1. Everyone plays at least ½ the game. Should endeavor to have equal playing time.
2. Federation Rules apply except as noted herein.
3. 8 minute quarters. No thirty second clock.
4. 4 timeouts per game/team.
5. Hoop height 9 feet.
6. Zone defense (2-3). Full court press not allowed. Once possession is gained by the defensive team, the opposing team must then return to defend its basket, and not attempt to regain possession until the ball is moved past half court. Defense shall stay in or near the arc.
7. Fouls are tracked for individual disqualification and team bonus.
8. Foul line at 12 feet.
9. No three point goals. All field goals are 2 points, irrespective of shooting position.

BOYS 3rd - 4th GRADE LEAGUE

1. Everyone plays at least ½ the game. Should endeavor to have equal playing time.
2. Federation Rules apply except as noted herein.
3. 8 minute quarters. No thirty second clock.
4. 4 timeouts per game/team.
5. Hoop height 9 feet.
6. Zone defense (2-3). Full court press not allowed. Once possession is gained by the defensive team, the opposing team must then return to defend its basket, and not attempt to regain possession until the ball is moved past half court. Defense shall stay in or near the arc.
7. Fouls are tracked for individual disqualification and team bonus.
8. Foul line at 12 feet.
9. No three point goals. All field goals are 2 points, irrespective of shooting position.

BOYS 4th - 5th - 6th GRADE LEAGUE

1. Everyone plays at least ½ the game. Should endeavor to have equal playing time.
2. Federation Rules apply except as noted herein.
3. 8 minute quarters. No thirty second clock.
4. Hoop height 10 feet.
5. 4 timeouts per game/team.
6. Full court press allowed:
 - a. Anytime if behind by more than 10; or
 - b. Last two minutes of each half, unless up by more than 10.
7. Fouls are tracked for individual disqualification and team bonus.

BOYS 5th- 6th GRADE LEAGUE

1. Everyone plays at least ½ the game. Should endeavor to have equal playing time.
2. Federation Rules apply except as noted herein.
3. 8 minute quarters. No thirty second clock.
4. Hoop height 10 feet.
5. 4 timeouts per game/team.
6. Full court press allowed:
 - a. Anytime if behind by more than 10; or
 - b. Last two minutes of each half, unless up by more than 10.
7. Fouls are tracked for individual disqualification and team bonus.