

# FALL YOUTH LEAGUE



**I. About the Rules** – Anything not covered by special game rules will be in accordance with the TSSAA.

## **II. General Rules & Regulations**

1. The HOME team is listed first on the schedule and will wear light-colored jerseys (*IF team has reversible jerseys*).
2. Teams warm-up opposite their benches and shoot on that basket for the first half.
3. The HOME team will keep the official scorebook for the game.
4. A team must start the game with 5 players. Forfeit time is five minutes past scheduled start time.
5. Size of Ball: 6th grade BOYS and older will use a 29.5” ball while 5th grade BOYS and all girls’ divisions will use a 28.5” ball. **\*\*NOTE: If both 6<sup>th</sup> Grade Boys’ coaches prefer to use a 28.5” ball, this is perfectly fine. HOME Team will provide game ball.**
6. Players, coaches, and fans are expected to show good sportsmanship at all times.

## **III. Game Length**

**Clock:** A game consists of two halves of 23 minutes with a continuous running clock stopping only for the following conditions:

1. The clock will stop on all referee’s whistles during the last minute of each half (**\*\*In the second half, clock will continue to run in the final minute when a team is ahead by 15 or more points**)
2. A referee’s whistle for injuries
3. A granted timeout by either team
4. Any other delay deemed necessary by the officials (game equipment problem, etc.)

**Halftime:** Two minutes in length

**Timeouts:** Each team is entitled to two timeouts per half (A full/60 seconds & a half/30 seconds). Un-used timeouts do NOT carry over to the second half nor to overtime(s).

**Overtime Rules:**

1. If the score is tied at the end of regulation, one additional period of 1-minute will be played, with the clock stopping on all referee’s whistles during the 1-minute overtime
2. If the score remains tied after one overtime period, a second un-timed overtime period will be played with the first team to score declared the winner
3. Each team will receive one additional 30 second timeout in an overtime. Un-used timeouts do NOT carry over to overtime(s)

## **IV. Mercy Rule (20 points or more)**

**Running Clock:** The clock will run under 1-minute in the game if a team is winning by 20 or more points

## **V. Grade Divisions**

A team must play in the grade division of its older player(s); Example: If a team consists of one, 7<sup>th</sup> grade boy and all remaining players are 6<sup>th</sup> grade boys, the team MUST play in the 7<sup>th</sup> grade division)