

2023 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. Players are disqualified/removed from the game after committing SIX personal fouls.
6. 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 6th Grade Boys’ coaches prefer to use a 28.5” ball, this is perfectly fine. HOME Team will provide game ball.**
7. 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 (*JV/Varsity Division/Free Agent League: 8.19 and 8.26 game length to be 40 minutes with 12 min. practice prior to game tip*):

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 20 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, 7th grade boy and all remaining players are 6th grade boys, the team MUST play in the 7th grade division)