

SYSA HS Basketball Rules

SYSA Recreational Basketball is designed for those who want to play basketball and are not playing for their school team. Our primary goal is for everyone to have fun, but to do that, there are rules that must be followed.

1. The game will consist of two 20-minute halves. If tied at the end of regulation time there will be 2 minutes of overtime. If a second overtime is necessary, the team to score first will win. The clock will run continuously, even on foul shots. The clock will stop on time outs and on every whistle during the last minute of each half and overtime.
2. Games will be played at The Warehouse (800 N Hamilton Rd) on Saturdays.
3. The team captains are the only players that the officials will deal with during the course of the game. **SYSA staff will NOT tolerate inappropriate behavior towards officials, SYSA staff and/or other individuals at the game. SYSA has the right to suspend or expel (without refund) anyone whose behavior is not conducive to the SYSA Mission Statement including but not limited to players, parents, and fans.**
4. Every player is allowed 5 personal fouls per game before they must sit out the remainder of the game. One and one will be shot on the seventh foul of each half, and two shots on the tenth foul. Technical fouls are an automatic 2 points and the ball. The person charged with the T is ejected from the game
5. The taunting of players on the opposing team will not be tolerated. Players caught taunting another player or team will be given a warning on the first instance. A second instance will result in a technical foul.
6. Fighting during the game or excessive physical conduct such as throwing elbows will result in an automatic ejection from the game. Fights will be reviewed by SYSA staff and may result in game suspensions or expulsion from the league. Anyone fighting in or around the gym will be subject to expulsion
7. If your team is blowing out another team, it is your responsibility to take measures, such as not pressing, to limit the scoring margin. If an official or gym supervisor feels that you are not doing this we will approach the bench and ask that you take off the press or the half-court trap. If we need to do this we expect you to comply.
8. Each team is allowed one time-out per half and overtime. There will be no carrying over of time-outs. Calling an illegal time-out will result in a team technical foul.
9. A team must have 4 players to begin the game. If your team doesn't have 4 players by 10 minutes after start time the game will be a forfeit. A team may pick up a fourth or fifth player so that the game can still be played. The added players cannot be playing for their school.
10. Any deception by teams, such as having a player play under an assumed name that is on the roster, will not be allowed. No team may have a player who is playing for their school team. If you are caught doing this the game will be a forfeit. If it happens a second time your team will be removed from the league.
11. Practices. We do not assign practices for this league.
12. You may continue to sign up players for your team until the Friday before the second game. After two games there will be no additions to teams.
13. Go to sysa.com for all information on schedules.
14. There will be a tournament at the end of the season.

If you have any questions contact LeRoy at 536-1800 ex 106.