

High School Basketball Rules

**Administrative Rules & Policies**

* This high school program is for dribblers, shooters, and dunkers of all skill levels to enjoy Saturday night games. Focusing on fun, teamwork, and the enjoyment of basketball.
* This program is open to High School age players **NOT** playing on any high school teams (C, Freshman, JV or V).
* Teams are led by Player-Captains and practices are up to the team. No Coaches.
* 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 illegal player AND captain will be removed. If it happens a second time your team will be removed from the league.
* All players **must** show Student ID or Driver’s License upon signing into the scorebook to verify they are on the roster.
* 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.
* Only players and captains are allowed on the bench. If teams have more than one captain, only one captain may stand during the game. Officials have complete control of removing non participants from team benches.
* Tie-breaking for seeding for bracket play is determined by:
	+ 1. W/L Ratio 2. Head-to-Head 3. Points Allowed 4. Point Differential
	+ If Still tied after the tie-breakers, then seeding will be determined by coin flip.

**Play Rules**

League will follow the playing rules of the NFHS unless otherwise noted below.

* **Everyone must wear an SYSA issued jersey. If you do not have a jersey, you cannot play.**
* The game will consist of two 20-minute halves with a 4 minute halftime.
* To start the game:
	+ Each team must provide one scorekeeper. Scorekeepers will keep the official book and run the scoreboard. Failure to provide a scorekeeper will result in a technical foul to start the game. If a scorekeeper is not provided within five minutes of the scheduled start time, that team will forfeit.
	+ 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.
* Clock Rules:
	+ 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 the second half and overtime.
	+ FINAL MINUTE OF SECOND HALF: Regular rules. Stop clock on whistle, normal free throw shooting, normal double bonus)
	+ **NOTE:** If a team is leading by 10 or more points, with one minute left, the clock will continue running clock rules.
* Fouls
	+ There will be no personal fouls, only team fouls.
	+ Each shooting foul will be 1 shot. (Worth 1, 2, or 3 points depending on the situation).
	+ One shot for two points will start at the 10th team foul.
	+ Technical Fouls
		- Are an automatic 2 points and the ball. The person charged with the T is ejected from the game.
		- Taunting or trash talking will not be tolerated. Players caught taunting or trash talking will be given a warning on the first instance. A second instance will result in a technical foul.
		- Fighting during the game or excessive physical conduct will result in an automatic ejection from the game. Anyone fighting in or around the gym during or after the game will be expelled from the league without refund.

* If your team is blowing out another team, it is the captain’s responsibility to take measures, such as not pressing, to limit the scoring margin. Teams up 20 or more points are not allowed to press.
* Each team is allowed one time-out per half and one in overtime. There will be no carrying over of time outs. Calling an illegal time-out will result in a team technical foul.
* Overtime:
	+ If tied at the end of regulation time there will be 2 minutes of overtime. If a second overtime is necessary, the team that scores first will win.
	+ Teams are awarded one timeout for the overtime period.