**BASKETBALL RULES**

**For a more in depth look on SOA's referee's :**[**understanding\_soas\_referees.pdf**](http://www.soasatx.com/uploads/3/8/4/7/38472373/understanding_soas_referees.pdf) **BASKETBALL INFORMATION  
  
Our Basketball league is designed to develop fundamental basketball skills while learning teamwork, strategy, and sportsmanship. Student Athletes will learn basic strategies and rules of the game, skills including shooting, passing, and dribbling as well as different defensive concepts. We are committed to developing the athlete as a whole, increasing self-confidence, balance, and social skills. Therefore, All players can only play on one team per age division.  
  
​Divisions Offered Are: 6U, 8U, 10U, 12U, 14U, HS.  
All divisions are divided into advanced and beginner divisions except 6U, 14U and HS.  
  
AGE CUT OFF DATE IS JANUARY 1ST of each year.  
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Games are played on Saturdays and Sundays.  
 Registration includes:**

* **7 season games (6 for Spring and Summer Leagues)**
* **1 game minimum in the End of season single-elimination tournament**

**Opportunities to participate in clinics, tournaments, camps, and other SOA events.  
SOA upholds a ZERO TOLERANCE policy for derogatory/vulgar language, and threats/fights of any kind.  
The SOA Code of Conduct is to be upheld at all time; no warnings will be issued to offenders and offenders will be removed from the facility.  
Smoking is not permitted on any SOA facility.  
No gum/outside food/drink on any SOA facility.  
Standard of Athletics uses the basketball rules produced by The National Federation of High School Associations (NFHS), with the following modifications.  
   
Applicable To All Ages  
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All Games are full court.  
Jersey's must be tucked in at all times.  
No jewelry around neck or wrists.  
SUBSTITUTION RULES: EACH PLAYER MUST PLAY 10 MINUTES PER GAME.  
Players foul out after 5 fouls.  
(WE DO NOT TRACK THESE MINUTES, WE RELY ON OUR COACHES TO ABIDE BY THIS RULE}  
No Back court defense if a team is ahead by 20+ points.  
Back court defense at 20+ points: 1st violation is a warning, 2nd is an administrative technical foul per half.  
 All games are 5 on 5.  Teams may start a game with 4 players, but the opposing team is not required to match the number of players.  
Each game will start with a jump ball.  
Possession will alternate each quarter/half, jump ball, or double foul.  
Teams will take free throw positions as normal block allows.  
Free throws will begin play when the basketball is released, except for the free-thrower.  
Half time is a maximum of 3 minutes.  
Two time outs per half, no carryovers. 30 second each.  
ALL JERSEY'S MUST BE EXACTLY THE SAME and must be worn for all games unless approved by a league representative; violation will result in a one technical foul charged directly to the head coach per unauthorized jersey (THIS MANDATORY SHOT MUST BE TAKEN AT THE BEGINNING OF THE QUARTER; the opposing team is not required to switch to the opposite color) ie. If your team has their own jersey's and you have two players that do not wish to purchase your team jersey, you must ALL wear the SOA jersey that is part of the registration package.  
IF YOU ARE PROVIDING YOUR OWN TEAM JERSEYS, JERSEYS MAY NOT REPRESENT ANY OTHER LEAGUE, MUST NOT BE INAPPROPRIATE, AND HAVE (BOTH LIGHT ( HOME) AND DARK (AWAY) COLOR OPTIONS WITH A CLEAR NUMBER ON THE BACK.  
  
Coaches must verify ROSTER on score sheet before each game.   
If a team plays an entire game with players NOT on their roster the opposing team will receive the win.  
Unsportsmanlike conduct will result in a technical foul, and possession of ball to the opposing team.  
Unsportsmanlike conduct by a Coach will result in the coach being required to be seated for the remainder of the game; seated Assistant Coach may then stand in as Head Coach for the remainder of the game.  
If a player receives TWO TECHNICAL FOULS, that player will be asked to leave the premises with a parent or legal guardian; Should a player receive multiple Technical Fouls in multiple games (2 per game in multiple games) that player will be asked to leave the league with no refunds.  
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Undershirts may be worn.  
Cloth wristbands may be worn - a single item may be worn on each wrist, and it must be worn below the elbow and not on the legs.  
  
Mercy rule will be implemented when a team leads by more than 20 points; score keeping clock will be turned OFF when a team has a 20 point or more lead over its opponent. However, the team that is down, the coach has the right to keep the score up.  
The clock will not stop in the last two minutes of the game if the score margin is 20 points or more.  
 When mercy rule is implemented, score keeping will continue at the time keeping table on the official score sheet.  
If a team starts to comeback within 10 points and within 2 minutes left in the game, teams will be evaluated by SOA Directors to turn score keeping back on. These requirements are a must in all mercy rule evaluations.  
  
Overtime Rules  
   
All overtime games will be played with 3 minute quarters. At the end of three minutes the team with the most points wins.  
there will be a running clock until the last 1 minute. In the last 1 minute the clock will stop on all dead balls / whistles.  
  
Foul counts will remain the same.  
  
Teams will be awarded ONLY 1 timeout per overtime game.  
  
Second overtime will be played with the first overtime rules.  
During the regular season if there is a third overtime with no clear winner the game will be scored as a tie.  
During the playoffs overtime will continue until there is a clear winner after the clock runs out.**

**6U RULES**

* Maximum of 10 players per team is recommended
* Junior ball (27.5 in.)
* Goal height is 8.5ft
* No lane violations
* Only two timeouts allowed per half
* Free throw is 8ft from basket. Player may land over line
* The first five players must play the entire first quarter. Substitution for the first five players is done at the end of the first quarter only. **If the roster has fewer than ten players, the remaining players must play the entire second quarter**. Players from the first quarter may be rotated in the open player slots during the second quarter. Players who were seated from the first quarter cannot return to the game unless an injury occurs. Open substitution is only allowed in the 2nd half of the game. Players must play in both halves. In the case of a team with more than ten players, the coach must play the balance of his/her players (11th, 12th player, etc.) for the entire third quarter.
* Game length  four 8 minute quarters
* Stealing is only allowed inside the paint
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER, THE CLOCK WILL NOT START UNTIL THE OFFENSIVE TEAM CROSSES THE MIDCOURT LINE.**
* Players foul out on the 5th foul
* No shooting of 1 and 1
* Only Man to Man defenses are allowed. Double team is allowed in the paint ONLY.
* No reaching allowed. Must guard with arms up.
* No back court defense allowed.
* Defense must back up to the half court line.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin. 1 shot technical foul and possession of the ball

**One coach from each team is allowed on the court during the game to instruct the players.  
Only two coaches allowed on the bench with players. One must be seated at all times. If the head coach is assessed a direct or indirect tech foul he must remain seated for the game.**  
  
  
**8UB (Beginner to Intermediate) RULES**

* Maximum of 10 players per team is recommended
* Half Court Press
* Junior ball (27.5 in.)
* Goal height is  8.5ft for 8UB
* No lane violations (unless violation is obviously intentional)
* Only two timeouts allowed per half
* Free throws are allowed from free throw line or 8ft from the basket.
* The first five starting players must play the entire first quarter. The remaining players (6 through 10) must play the entire second quarter. Any additional players (11+) must play the entire third quarter. **If the roster has fewer than ten players, the second group of players must play the entire second quarter**. Players who played in the first quarter may be rotated in the open player slots during the second quarter. Players who are required to be seated during the second quarter cannot return to the game unless an injury occurs. Open substitution is only allowed in the 2nd half of the game, with the exception of the 11th+ player(s). For teams having fewer than 11 players, players must play in both halves.
* Game length  four 8 minute quarters (8UB)
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER, THE CLOCK WILL NOT START UNTIL THE OFFENSIVE TEAM CROSSES THE MIDCOURT LINE.**
* Players foul out on the 5th foul
* No shooting of 1 and 1
* Stealing is only allowed inside the paint. You are not allowed to tie the ball up outside the paint **(8UB)**
* Man to man defense allowed. Double team is allowed in the paint ONLY.
* No reaching allowed outside the paint. Must guard with arms up.
* No back court defense allowed.
* Defense must back up to the half court line.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin. 1 shot technical foul and possession of the ball

**Only two coaches allowed on the bench with players. One must be seated at all times. If the head coach is assessed a direct or indirect tech foul he must remain seated for the game.  
  
\*In the event that there are not enough teams to have separate divisions, rules will be modified based on competition levels.**  
  
  
**8UA (Advanced/Club) RULES**

* Maximum of 10 players per team is recommended
* Full Court Press
* Compact ball (28.5 in.)
* Goal height is 10ft for 8UA
* Three second lane violations.
* Only two timeouts allowed per half
* Free throws are allowed from free throw line. Players may land over line.
* Each player is required to play a minimum of 10 minutes in each game.  Each player must play in both halves of the game.
* Game length four 10 minute quarters (8UA)
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER, THE CLOCK WILL NOT START UNTIL THE OFFENSIVE TEAM CROSSES THE MIDCOURT LINE.**
* Players foul out on the 5th foul
* Shooting of 1 and 1 is allowed at the 7th foul. After the 10th team foul, two shots will be awarded to the opposing team.
* Stealing is allowed outside the paint. You are allowed to tie the ball up outside the paint **(8UA)**
* **Three second rule is implemented (8UA)**
* No stalling or isolation plays. 5 seconds to begin to advance ball past the half court line. 1st isolation violation is a warning, 2nd is technical foul charged to head coach.
* Zone defense is allowed. Double team is allowed.
* Back court defense is allowed.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin and the player must be seated the remainder of the game. 1 shot technical foul and possession of the ball

**Only two coaches allowed on the bench with players. One must be seated at all times. If the head coach is assessed a direct or indirect tech foul he must remain seated for the game.**  
  
**\*In the event that there are not enough teams to have separate divisions, rules will be modified based on competition levels.**  
   
 **10UB (Beginner to Intermediate) RULES**

* Maximum of 10 players per team is recommended
* Compact ball (28.5in)
* Goal height is 10ft.
* Three second lane violations.
* Only two timeouts allowed per half
* Free throw is from 15ft from basket. Players may not land over line.
* The first five starting players must play the entire first quarter. The remaining players (6 through 10) must play the entire second quarter. Any additional players (11+) must play the entire third quarter. **If the roster has fewer than ten players, the second group of players must play the entire second quarter**. Players who played in the first quarter may be rotated in the open player slots during the second quarter. Players who are required to be seated during the second quarter cannot return to the game unless an injury occurs. Open substitution is only allowed in the 2nd half of the game, with the exception of the 11th+ player(s). For teams having fewer than 11 players, players must play in both halves.
* Game length four 10 minute quarters.
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER, THE CLOCK WILL NOT START UNTIL THE OFFENSIVE TEAM CROSSES THE MIDCOURT LINE.**
* Players foul out on the 5th foul
* Teams will shoot 1 and 1 at the 7th team foul per half, 2 free throws at the 10th team foul per half
* No stalling or isolation plays. 5 seconds to begin to advance ball past the half court line. 1st isolation violation is a warning, 2nd is technical foul charged to head coach.
* Man to man and Zone defense are allowed
* Back court defense is allowed.
* Defense must back up to the half court line.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin and player must sit the remainder of the game. 1 shot technical foul and possession of the ball

**Only two coaches allowed on the bench with players. One must be seated at all times. If the head coach is assessed a direct or indirect tech foul he must remain seated for the game**  
  
**\*In the event that there are not enough teams to have separate divisions, rules will be modified based on competition levels.**  
  
**10UA (Advanced/Club) RULES**

* Maximum of 10 players per team is recommended
* Compact ball (28.5in)
* Goal height is 10ft.
* Three second lane violations.
* Only two timeouts allowed per half
* Free throw is from 15ft from basket. Players may not land over line.
* Each player is required to play a minimum of 10 minutes in each game.  Each player must play in both halves of the game.
* Game length four 10 minute quarters
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER.**
* Players foul out on the 5th foul
* Teams will shoot 1 and 1 at the 7th team foul per half, 2 free throws at the 10th team fouls per half
* Man to man, Zone defense and full court press is allowed
* **No Backcourt defense if a team is ahead by 20+ points**.
* Backcourt defense at 20+ points: 1st violation is a warning, 2nd is an administrative technical foul per half.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin and player must sit remainder of game. 1 shot technical foul and possession of the ball

**Only two coaches allowed on the bench with players. One must be seated at all times. If the head coach is assessed a direct or indirect tech foul he must remain seated for the game  
  
\*In the event that there are not enough teams to have separate divisions, rules will be modified based on competition levels.**  
   
**12UB (Beginner to Intermediate) RULES**

* Maximum of 10 players per team is recommended
* Compact ball (28.5in.)
* Goal height is 10 ft.
* Three second lane violations.
* Only two timeouts allowed per half
* Free throw is from15 ft from basket. Players may not land over line.
* Each player is required to play a minimum of 10 minutes in each game.  Each player must play in both halves of the game.
* Game length 4-10 minute quarters
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER.**
* Players foul out on the 5th foul.
* Teams will shoot 1 and 1 at the 7th team foul per half, 2 free throws at the 10th team foul per half.
* Man to man, Zone defense and full court press is allowed
* No Backcourt defense if a team is ahead by 20+ points.
* Backcourt defense at 20+ points: 1st violation is a warning, 2nd is an administrative technical foul per half.
* No restrictions on half-court defense.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin and player will be asked to sit the remainder of the game. 1 shot technical foul and possession of the ball

**Only two coaches allowed on the bench with players. One must be seated at all times. If the head coach is assessed or indirect tech foul he must remain seated for the rest of the game.  
  
\*In the event that there are not enough teams to have separate divisions, rules will be modified based on competition levels.**  
   
   
**12UA (Advanced/Club) RULES**

* Maximum of 10 players per team is recommended
* Official size ball (29.5).
* Goal height is 10 ft.
* Three second lane violations.
* Only two timeouts allowed per half
* Free throw is from 15 ft from basket. Players may not land over line.
* Each player is required to play a minimum of 10 minutes in each game.  Each player must play in both halves of the game.
* Game length four 10 minute quarters
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER.**
* Players foul out on the 5th foul.
* Teams will shoot 1 and 1 at the 7th team foul per half, 2 free throws at the 10th team foul per half.
* Man to man, Zone defense and full court press is allowed
* No Backcourt defense if a team is ahead by 20+ points.
* Backcourt defense at 20+ points: 1st violation is a warning, 2nd is an administrative technical foul per half.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin and the player must sit the remainder of the game. 1 shot technical foul and possession of the ball

**Only two coaches allowed on the bench with players. One must be seated at all times. If the head coach is assessed or indirect tech foul he must remain seated for the rest of the game.  
  
\*In the event that there are not enough teams to have separate divisions, rules will be modified based on competition levels.**  
   
**14U & 16U RULES**

* Maximum of 10 players per team is recommended
* Official size ball (29.5)
* Goal height is 10ft.
* Three second lane violation.
* Only two timeouts allowed per half
* Free throw is from 15ft from basket. Players may not land over line.
* Each player is required to play a minimum of 10 minutes in each game.  Each player must play in both halves of the game.
* Game length four 10 minute halves.
* Time will be running clock except for time outs and the last 2 minutes of the 4th quarter. Clock will stop for all technical fouls. **LAST TWO MINUTES OF THE 4TH QUARTER.**
* Players foul out on the 5th foul.
* Teams will shoot 1 and 1 at the 7th team foul per half, 2 free throws at the 10th team foul per half.
* Man to man or zone defense is allowed.
* No Backcourt defense if a team is ahead by 20+ points.
* Backcourt defense at 20+ points: 1st violation is a warning, 2nd is an administrative technical foul per half.
* Illegal play or unsportsmanlike conduct; 1st violation is a warning, 2nd is an admin and the player must sit the remainder of the game. 1 shot technical foul and possession of the ball

**Only two coaches allowed on the bench with players. One must be seated at all times. If the head couch is assessed or indirect tech foul he must remain seated for the rest of the game.  
  
\*In the event that there are not enough teams to have separate divisions, rules will be modified based on competition levels.**