



# **AAA BOYS BASKETBALL RULES OVERVIEW**

**2011**

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# What's New for 2011?

- No changes



# GENERAL RULES

- League Objectives
  - Teamwork and Basketball Fundamentals
  - Sportsmanship
  - Fun
- No drugs, alcohol, or tobacco in the presence of players
- No food, beverages, or candy in the gyms.
  - Distribute post-game snacks/drinks in the halls.
- Exposure to blood is a serious issue.
  - Decontamination kits are available in the First-Aid Kit in each gym.
  - Use them!!!
  - Even the surgical gloves!!!
  - Don't just wipe up blood, use the disinfectants.
- There is no official protest process.



# COACHES

- Must submit to a criminal background check.
- Must stay in good standing to participate.
- Must conduct practices.
  - Only 1 hour per week permitted.
- Must be at games or assign a substitute.
  - Substitutes must be fully knowledgeable of these rules.
- Winning coaches must call in scores within 24 hours
  - In case of a tie, the home team's coach calls in.
  
- Coaches must read and understand full league rules in addition to this overview.



# BENCH PERSONNEL

- Visiting team must supply a timekeeper.
  - Must be at least 12 years old.
- Coaching Box comprises the three chairs closest to the center line.
  - Only 1 Assistant Coach allowed on the bench.
- Bookkeepers must sit together and compare tallies at the end of each quarter.
- The home team's scorebook is considered official in the case of disputes, but only if it is apparent that it has been properly maintained throughout the game.
- Only the Head Coach may address game officials.
- Head Coaches are entitled to explanations of Officials calls, but not to excessive debate or any argument.



# SPORTSMANSHIP

- Nothing is more important!!!
- Coaches are responsible for the conduct of their players, staff, parents, and guests.
  - Make sure they all understand the expectations.
  - Remind 11<sup>th</sup> & 12<sup>th</sup> graders about forfeiture of their sportsmanship bond
- Referees have full authority.
- The following automatically result in a Technical Foul and ejection:
  - Profanity
  - Threats
  - Violence
- Three “strikes” and you’re out!



# EQUIPMENT

- Ball sizes and rim heights are adjusted for different grade levels.
- Players with glasses must have them fastened.
- No jewelry or piercings.
  - Piercings must be removed, not just covered with tape.
- Only 2 balls per team for game warm-ups.
  
- Touching the backboard, rim, or net when the ball is not in play is a Technical Foul
  - Even before or after games.
  
- Players must be wearing their team shirt.
  - No alterations except addition of player names.
  - Number changes during the game must be reported to the opposing team and Referees.
  
- NFHS apparel rules apply.
  
- Officials have final decision on safety issues.



# GAME MANAGEMENT

- 1<sup>st</sup> & 2<sup>nd</sup> Grades: Eight 3-minute periods, running clock
- 3<sup>rd</sup> – 12<sup>th</sup> Grades: Eight 3-minute periods, stop clock
- Tied games continue with a 3-minute overtime period.
  - Tournament games still tied after overtime, continue with a “sudden-death” period.
- Do not keep score for 1st – 3rd grades!!!
  - No exceptions
- Real-time limit = 55 minutes
- 5 minute grace period before forfeit declaration.
- Three timeouts per game.
  - One timeout per overtime period.
  - First call for an unavailable timeout is a loss of possession.
- Jump-balls only at game start and overtime periods.
- Lane violations vary for different grade levels.



# GAME MANAGEMENT (Continued)

- Free-throws: 1st – 5th graders move forward 3 feet.
  - Shooter must wait for rim contact to continue movement.
  - Rebounders will occupy spaces closest to end-line
- Defense must provide 3 foot space on throw-ins when Thrower has no room to back up.
- Throw-ins during last minute of play must be into the front-court when full-court press is not allowed.
- No game delays!!!
  - Have your team ready before the buzzer or whistle sounds.
  - Referees will provide a 15-second warning whistle during all breaks (timeouts, between quarters, half-time).
  - Game play will resume regardless of whether teams are ready, 10 seconds after rest time expires.



# PLAYERS

- Must be registered.
- No replacements after 2nd regular season game.
- Players must participate in 50% of games to be eligible for tournament play.
- No more than two traveling or HS players per team, unless “grandfathered” in.
- Minimum and maximum playing time rules apply.
  - Injuries and fouling out have different impacts
- No substitutions.
- League Director approval required for team suspensions.



# FOULS

- Technical fouls automatically award 1 point to opposing team.
- Flagrant fouls automatically award 2 points to opposing team.
- Referees must report Technicals and Flagrants to the League Director.
  - Record Team Name, Player Number, and Player Name.
- Bonus free-throws start with 7th team foul in each half.
  - 2nd half team foul totals carry over into overtime.
- Double bonus free-throws start with 10th team foul in each half.
- Players foul out on 5th foul, including Technicals.
- 2nd Technical Foul = ejection.



# DEFENSE

- 1st & 2nd grades: No stealing.
  - Interceptions, blocks, and fumble recoveries allowed.
- Defenders may engage the ball-handler in the back-court on fast breaks (where allowed), if ball-handler moves within 6 feet of Defender.
  - Offense is responsible for ball control in the back-court. Defense may intercept “lazy” passes within reach and fumbles.
- Where man-to-man is required, “naturally occurring double-teams are allowed.
- Press only allowed in 8th – 12th grades.
  - Not allowed if leading by 20 or more points.
- Intentionally attempting to distract a Shooter results in an Intentional Foul (1 or 2 shots plus the ball).
  - Shouting
  - Foot stomping
  - Excessive arm waiving



# OFFENSE

- 1st & 2nd grades: Carries, double-dribbles, and traveling are called but there is no loss of possession.
- Fast breaks are limited or prohibited in some grades.
- 3-point shots only allowed in 9th – 12th grades.
  - Not counted if leading by 20 or more points
- No isolation plays when man-to-man defense is required.

# RECENT NFHS/MSHSL RULE CHANGES

- Rule Changes
  - None that affect us
- Points of Emphasis:
  - Rules Enforcement
  - Sportsmanship During Warm-Ups & Breaks
  - Perimeter Play
    - Hand Checking is a foul
    - Palming
  - Closely Guarded
    - Don't allow offense to unfairly control the ball
  - Verticality
    - Apply equally to offense and defense

