

OFFICIAL TYPA BASKETBALL RULES

1. Player numbers

Each team may have a maximum of 5 players on the court at any given time. A minimum of 4 players must be on the court at all times.

2. Playing time

K-1: Six 5-minute periods, 5-minute halftime (*Suggested game time*)

Minors (grades 2-3)

& Majors (grades 4-5): Eight 7-minute periods (running clock), 5-minute halftime

NOTE: *EVERY PLAYER* on each roster in attendance at the game should play an equal number of periods. **No player can play two more periods than another player on the team.**

HOWEVER, if a player comes late and he/she misses a quarter or so, the coach is not obligated to give make-up period(s). This may mean that the player who came late plays 2 fewer periods than someone else.

THE MATRIX should be used by the coach to enable equal playing time for all players and to keep track of line ups. This has come to the aid of coaches with upset parents. It is a great tool to keep organized, *use it!*

3. Balls

We will use size-5 basketballs for all leagues; Minors, Majors and K-1.

4. Game rules

All Minor and Major games will be played under the FIBA International rules. The following are some rule clarifications and exceptions *specifically used by TYPA*.

A. Tip Off

The game begins with a jump ball at center court. Only the two players jumping to tip the ball are allowed in the center circle. All other players can position themselves anywhere they like on either side of the centerline. After the initial jump ball, the possession arrows will take over.

The players tipping the jump ball must wait until the referee's throw reaches the top of its flight and then tip it to another player. They may tip it more than once, but they may not grab the ball.

B. Five-Second Rule

Applies *only to Major Boys and Girls*. No player from the offensive team may have any part of his/her feet continuously on or inside the rectangular area directly between the free throw line and the end line for more than five seconds. This area is often referred to as "the key."

C. Steals

There will be no stealing in *K-1 and Minors*. A defender may not steal the ball from a dribbling player or from a stationary offensive player. An interception of a pass is ok. Any steal or attempt at a steal will be called a foul. There will also be no double-teaming or swarming of the player with the ball. Only one defensive player can be defending the person with the ball.

D. Fouls

Illegal contact between two players is called a foul. There are several kinds of fouls. Fouls can be offensive or defensive. Fouls on the defense are more common.

Any time a defensive player illegally contacts an offensive player a "foul" will be called.

In an attempt to speed up the games and cut down on fouls, we will be using the 1-point-foul system; one point will be awarded to the team that's player was fouled and the ball will be given out of bounds to that same team. No points for offensive fouls.

If a player was fouled while taking a shot, he/she will be given 1 point and possession of the ball. If the basket goes in, the team receives 3 points (2 plus 1) or 4 points (3 plus 1) and the fouling team takes the ball out of bounds.

Since we are using the one-point-foul rule, we will therefore not shoot free throws.

E. 10-Second Backcourt Violation

The half court line is the line that divides the court in half. When moving from the defensive end of the court to the offensive end, your team has ten seconds to get the ball across the half-court line.

FULL COURT PRESSING will not be allowed. There is also no Half Court (“*over and back*”) violation.

MAJOR GIRLS & BOYS must retreat to their defensive half court. Once the offensive players have crossed the half-court line they may begin defending them. The defense cannot pressure, steal or intercept the ball until the ball crosses half court.

MINOR GIRLS & BOYS must retreat to inside their defensive 3-point line. The defense cannot pressure or intercept the ball until the offensive team crosses the 3-point line.

If the offensive player loses control of the ball, commits a penalty, makes a bad pass (which ends up being intercepted) due to defensive backcourt pressure, the ball will be given back to the offensive team out of bounds on the side, or the ref will tell the defensive player to retreat and allow the player with the ball to continue from the spot of the infraction.

F. 5-Second Rule Violation

Players have five seconds to pass the ball inbounds to a teammate after taking possession of it from the referee.

G. 3-Point Shot

Three points will be awarded to any player whose last step before shooting was ON or BEHIND the three-point line.

H. Consecutive Basket Rule

A player cannot score 3 baskets in a row. The score keeper will be responsible for keeping track of the players who have scored. The end of quarter will restart the consecutive basket rule (i.e. a player can score the last 2 baskets of the quarter and the first 2 baskets of the next quarter). *Coaches cannot challenge this rule during the game.*



I. Substitutions

Substitutions are allowed *only after the end of a quarter* or when a player is injured. *Please respect this substitution time.* Using other stoppages in the game leads to wasted time and difficulties in match-ups for the other team.

J. Uniforms

Players MUST wear their uniforms to play in games. Players waiting to play MUST sit on the bench provided. Hats, jewelry, watches and other such items will not be allowed.

Shoelaces must be securely tied. The referee will stop the game and require players to immediately tie their shoes.

K. Time Outs

Each team will be allowed one 60-second timeout per game. The clock will stop for time outs. Time outs can only be called when the ball is out of bounds.

L. Mercy Rule

Whenever one team gets ahead by 20 points or more, the coach of the team behind will have the option of turning off the scoreboard. The scores will still be recorded but not shown on the digital scoreboard.

M. Coaches Box

Coaches and players not currently in the game will not be allowed on the court and will not be allowed to cross the half-court mark while on the sidelines. Coaches and players cannot stand in front of the scoring table.

Coaches are restricted to the area in front of his/her team bench only (exception for K1 coaches). IF the coach leaves this area in front of his/her bench then a warning will be given. The second infringement will be a "technical foul" and one point + the ball will be awarded to the opposing team. The same applies for players leaving the bench during a game.

N. Disqualification

Any player or coach may be disqualified or kicked out of a game for several reasons. These include fighting, arguing with the referee, or receiving two technical fouls.

Any abusive language by players, coaches, or spectators will be penalized by a technical foul (1 point). Subsequent abuses will be penalized by 2 points + ejection from the gym. Coaches need to inform players, parents and other spectators regarding this rule. Coaches will be responsible for the actions of their players' parents. Please read coaches and parents conduct.

THE REFEREE has the last say during all games. Protests against a referee's call will not be accepted.

The TYPA Sports Director has the right to add, change or delete any rule during the season.

