



# BASKETBALL RULES



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## **Basketball Rules:**

### **(All Ages & Leagues)**

*\*All games scheduled by the FIELDHOUSEUSA Basketball Program are played under the National Federation of High School (NFHS) rules except where modified by the FIELDHOUSEUSA Basketball Rules.\**

## **TEAM RULES:**

### **i). Coaches:**

Each team is allowed a Head Coach and an Assistant Coach. They must be an adult, 18 years or older (unless approved by the Basketball Director). The Head Coach is responsible for the conduct of all persons connected with their team (Assistant Coach, players, parents and fans). In the event that neither coach is available, a parent may act as the stand-in Head Coach. The Head Coach is the only coach permitted to stand during the game.

Any coach must wear and have visible their FieldhouseUSA ID card at all times. Any coach without an ID card will not be allowed to coach and asked to leave the bench area until an ID card has been issued.

### **ii). Players:**

Only players listed on the official roster maintained at the FIELDHOUSEUSA front desk are eligible to participate in games. Guest players are **NOT** authorized at any time or under any circumstances.

Individual players may only play on **ONE** team per grade. They may play in the grade they are currently in and up a grade, but **NOT** on two teams in the same grade. It does not matter if the teams are in different divisions.

No more than 4 players can be shared across two rosters, regardless of grade.

### **iii). Rosters:**

Teams are limited to 12 players on their roster. Under special circumstances, teams may petition the FieldhouseUSA Director for an exemption to the 12-player limit. Additional players may be added to the official roster prior to the 3<sup>rd</sup> week of the season. After the 3<sup>rd</sup> week, coaches may petition their FieldhouseUSA Director for an exception to the rule. No player can play in two games simultaneously. Once the player has participated in a game, the game must be completed before participating in another game.



#### iv). Game Roster Forms:

FIELDHOUSEUSA Game Rosters will be provided at the game. All players must be on the roster prior to the start of the game. If a player is **NOT** on the roster, he/she is **NOT** eligible to play. Guest players or written names are not authorized at any time or under any circumstances. Only the players listed on the official roster are eligible to participate in games.

## GAME RULES:

#### i). Scorekeepers:

FieldhouseUSA game sheets are provided at the time of the game by FieldhouseUSA. The game sheet will list all players and coaches. Coaches must write down each player's number and exchange the game sheet with the other team. The HOME team must provide a scorekeeper to handle the scorebook who is **18 years or older**. *The visiting is allowed to provide a scorekeeper if they would like, BUT the official scorebook will be provided by the HOME scorekeeper.* The first team listed on the schedule is the home team.

1. Scorekeepers are required to sit on either side of the timekeeper. Scorekeepers may not sit in the stands or on the team bench.
2. Record individual scoring, personal fouls, team fouls, time-outs and running score.

#### ii). Forfeits:

A team must have a minimum of 4 players and 1 coach in order to start the game. If a team is unable to field a team (4 players and 1 coach) within 10 minutes of the scheduled game time the game will be forfeited. Forfeited games will not be rescheduled.

#### iii). Bench:

Only eligible players and coaches (limit 2) on the official roster are permitted on the bench. During the game, coaches are not permitted on the court and must stay within the bench area. Referees may require that coaches remain seated. The **Head Coach is the only coach permitted to stand during the game.**

Failure to follow the referees' instructions may result in a technical foul. After the first technical, the coach must remain seated on the bench.



**iv). Game Time:**

Consists of 20-minute running clock halves. The last 2-minutes of the each half will be stop clock, unless a team is up by 15+ points in the 2<sup>nd</sup> half.

**v). Ten Second Rule:**

Teams have ten (10) seconds to get the ball over the half court line. Timeouts taken prior to crossing the half court line will reset the ten (10) second clock. When back court pressure is restricted the ten (10) second clock will not be reset.

**vi). Mandatory Playing Time Requirements:**

1. Coaches are responsible to ensure that all players meet their League specific mandatory playing time requirements. There are no mandatory playing time requirements for teams playing in a Competitive division.
2. A coach who has a dispute over playing time must bring the infraction to the attention of the referee and opposing coach in time for it to be resolved during the game. If a team does not notify the referee and opposing coach of apparent violation, there is no basis for a protest.

**vii). Jump Ball:**

Games will start with a center jump ball. Thereafter, teams will alternate throw-ins on jump ball situations. The timekeeper will maintain the possession arrow. Overtime periods start with a center jump ball.

**viii). Substitutions:**

Prior to entering the game, all players must report to the scorer's table. Failure to do so may result in a technical foul.

**ix). Time outs:**

Each team is allowed two (2) forty-five (45) second timeouts per half and one (1) forty-five (45) second time out in overtime. Time outs do not carry over to the 2<sup>nd</sup> half or over from regulation into overtime.



#### x). Fouls:

1. Individual Fouls: A player must leave the game after receiving five (5) fouls.
2. Teams Fouls: Every foul counts as a team foul, including offensive and technical fouls. On the seventh (7<sup>th</sup>) foul, the team will be in the bonus (1 and 1) situation. On the tenth (10<sup>th</sup>) foul, the team will be in the double bonus (2 shots).
3. Fouls Shots: A player occupying a marked lane space may enter the lane on the release of the ball by the free throw shooter. Shooter and players behind free throw line may enter when the ball hits rim. If the ball does not hit the rim, it will be a change of possession with the ball taken out under the basket.
4. Technical Fouls: Result in two (2) free throw and loss of possession. Two (2) technical fouls against a player or coach will result in ejection from the game. The player or coach must immediately leave the playing area. Technical fouls assessed for inappropriate behavior by the fans or bench will be assessed to the Head Coach.

#### xi). Overtime:

If the game is tied at the end of regulation, a three (3) minute overtime period will be played. If the game remains tied at the end of the first overtime, a sudden death overtime period will be played. In the sudden death overtime period, the first team who scores at least **1 point** wins the game. Overtime periods start with a center jump ball.

## FIELDHOUSE USA BASKETBALL POLICIES:

#### i). Uniforms:

All uniforms shall have numbers on the back (6"). Numbers may be up to 2 digits (0-99). Reversible uniforms are recommended but not required. When possible, the Home Team should wear light colors. Home team is listed first. In a color conflict (two teams wearing a similar color shirt), the home team must wear alternate jerseys. The front desk may have alternate jerseys or pennies to provide.

#### ii). Disciplinary Action:

1. Disciplinary action may be taken against a coach/player for violation of the Rules. Depending on the severity of the infractions, a recommendation may be made to suspend the coach/player for the remainder of the season or ban the coach/player from all FIELDHOUSE USA sponsored events.
2. Fighting will not be tolerated. Players or coaches who fight, start or attempt to instigate a fight will be expelled from further league play. There are no refunds to players expelled from the league.



3. Violation of playing time rules is not tolerated. League coordinators will investigate all suspected playing time violations. The coach must inform the Referee and opposing coach of the infraction in time for it to be resolved during the game. If it is determined that a coach violated the playing time requirements then the coach will be counseled on the rules and given a warning. Any further violation will result in an automatic one (1) game suspension for the violator. A coach, who continues to violate the playing time rules, will be brought to the attention of the FieldhouseUSA Director for disciplinary action. Disciplinary action may result in additional suspension or immediate replacement of the coach.
4. Two (2) technical fouls against a player or coach will result in ejection from the game. Any ejection also carries an automatic one (1) game suspension. The suspension will be served in the next scheduled game (regular season, tournament or playoff).
5. Any spectator who demonstrates rude or abusive behavior will be required to leave the game site immediately. They may cause their team to be assessed one or more technical fouls.
6. In some cases, FieldhouseUSA may review the situation and take additional action as well.

### iii). Cancellations:

Cancellations must be made 48 hours prior to schedule game time. Coach must notify FieldhouseUSA league director in writing. Cancelled games will not be rescheduled for the team that cancels. FieldhouseUSA league director will attempt to find a replacement game for team affected by cancellation.

### iv). Protests:

The only protest heard by the FieldhouseUSA Director is for ineligible players, and must be submitted in writing. A formal protest will have a fee of \$100 up-front, and if the protest is found successful the fee will be fully refunded.

**Regular Season:** All protests must be submitted to the Basketball Director in writing within 48 hours of the game in question.

**Playoffs:** The time between games does not allow for the normal ineligible grade/age protest process. Therefore, the only protest heard will be for non-rostered player. The protest must be submitted before the start of the 2<sup>nd</sup> half, must be done by a rostered coach (Coaching ID visible). Once the game has concluded, the game is final. *There is no \$100 fee for a playoff protest.*

Coaches may **NOT** protest a referee's judgment call.

**\*The Fieldhouse USA Director will have the authority to rule on the protest.\***



# FieldhouseUSA House Rules

1. **NO** food or drinks allowed on the basketball courts.
2. **NO** chewing gum or tobacco products on the basketball courts.
3. Taunting, baiting or profane language is not allowed. One warning will be given. The second incident will result in an ejection.
4. Jewelry and sharp objects will not be worn on the basketball courts. This includes, but not limited to watches, earrings, necklaces, rings and berets.
5. Playing in casts or splints is only allowed after presenting a valid Doctor clearance and having it wrapped in a soft material such as bubble wrap and must be to the satisfaction of the Manager on Duty **and** the referee crew.
6. At no time should anyone attempt to climb or hang on the wall system surrounding any of the courts or practice areas. Never climb or hang on the netting surrounding the fields or the court dividers. None of the net systems are designed to support weight.
7. Parents are responsible for their child's behavior at all times while they are in the building.
8. All participants, coaches, and spectators must behave in a respectful manner with the spirit of FAIR PLAY, not only towards the referees, but also towards administrators, opponents, teammates and spectators.





## Kindergarten and 1<sup>st</sup> Grade

**Basket Height:** 8 ft.

**Ball Size:** Junior Ball (27.5)

### Playing Time and Time - Outs

**20 minute Running Clock (last two minutes in each half) stop clock/ 2 timeouts per half no carry over**

#### Mandatory Playing Time Requirements:

1. Teams with ten (10) or less players: Each player must play 50% of each half.
2. Teams with more than ten (10) players: Each player must play an equitable amount of time.
3. These rules may be waived under the following circumstances.
  - a. If a player arrives after the start of the game but before the start of the 2<sup>nd</sup> half, the coach must play the player 50% of the 2<sup>nd</sup> half and is not obligated to play the player in the first half.
  - b. If a player arrives after the start of the 2<sup>nd</sup> half, the coach is not obligated to play the player.

#### Kindergarten-1<sup>st</sup> Grade Expectations on Traveling and Double Dribble

1. For Kinder-1<sup>st</sup> grade, referees will allow 3-4 double dribbles and 3-4 steps on a travel.
2. If in violation of the rules, referees will explain violation to participant and ball is awarded to opposing team.

#### Defensive Pressure:

1. Man-to-Man must be played for the entire game. **Zone is not allowed!**
  2. No defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
  3. Initial defensive pressure is not allowed until the ball passes an imaginary line at the top of the key (the red line will be used for games at the FIELDHOUSEUSA). The team on offense must make a timely attempt to advance the ball across the line at the top of the key, or the referee will call a held ball and award the ball to the other team. After the initial penetration, defensive pressure is allowed to continue until change of possession.
  4. Defensive pressure violations will result in the ball being given back to the offensive team.
- 
- 🕒 **Foul Shots are taken from the gray line inside of the free throw line. (80" in front of free throw line) (Closest Gray Hash to basket)**
  - 🕒 **Three-second lane violations are not called.**
  - 🕒 **Technical fouls may be called on coaches, spectators, or bench.**
  - 🕒 **No overtime games.**



## 2<sup>nd</sup> Grade

**Basket Height:** 8 ft.

**Ball Size:** Junior Ball (27.5)

### Playing Time and Time - Outs

**20 minute Running Clock (last two minutes in each half) stop clock/ 2 timeouts per half no carry over**

#### Mandatory Playing Time Requirements:

1. Teams with ten (10) or less players: Each player must play 50% of each half.
2. Teams with more than ten (10) players: Each player must play an equitable amount of time.
3. These rules may be waived under the following circumstances.
  - a. If a player arrives after the start of the game but before the start of the 2<sup>nd</sup> half, the coach must play the player 50% of the 2<sup>nd</sup> half and is not obligated to play the player in the first half.
  - b. If a player arrives after the start of the 2<sup>nd</sup> half, the coach is not obligated to play the player.

#### 2<sup>nd</sup> Grade Expectations on Traveling and Double Dribble

1. For 2<sup>nd</sup> Grade, referees will allow 1 double dribble and 1 extra step on a travel while outside the three point line. Inside the three point line, will be called as regulation basketball.
2. If in violation of the rules, referees will explain violation to participant and ball is awarded to opposing team.

#### Defensive Pressure:

5. Man-to-Man must be played for the entire game. **Zone is not allowed!**
  6. No defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
  7. Initial defensive pressure is not allowed until the ball passes an imaginary line at the top of the key (the red line will be used for games at the FIELDHOUSEUSA). The team on offense must make a timely attempt to advance the ball across the line at the top of the key, or the referee will call a held ball and award the ball to the other team. After the initial penetration, defensive pressure is allowed to continue until change of possession.
  8. Defensive pressure violations will result in the ball being given back to the offensive team.
- 
- 🕒 **Foul Shots are taken from the Gray hash in front of the free throw line. (12" in front of free throw line) (will use 1<sup>st</sup> grade free-throw line if combined)**
  - 🕒 **Three-second lane violations are not called.**
  - 🕒 **Technical fouls may be called on coaches, spectators, or bench.**
  - 🕒 **No overtime games.**



## **3rd and 4th Grade**

**Basket Height:** 10 ft.

**Ball Size:** 3<sup>rd</sup> Grade: Junior Ball (27.5)

4<sup>th</sup> Grade: Intermediate Ball (28.5)

### **Playing Time and Time - Outs**

**20 minute Running Clock (last two minutes in each half) stop clock/ 2 timeouts per half no carry over**

#### **Mandatory Playing Time Requirements:**

1. Each player must play at least 40% of each half and participate in each half.
2. These rules may be waived under the following circumstances.
  - a) If a player arrives after the start of the game but before the start of the 2<sup>nd</sup> half, the coach must play the start the player in the 2<sup>nd</sup> half, but is not obligated to play the player in the first half.
  - b) If a player arrives after the start of the 2<sup>nd</sup> half, the coach is not obligated to play the player.

#### **Defensive Pressure:**

1. 3<sup>rd</sup> Grade: No defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
2. 4<sup>th</sup> Grade: Full court defensive pressure is permitted only in the 2<sup>nd</sup> half of the game.
3. When a team is ahead by fifteen (15) or more points: The leading team is restricted to no defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
4. Defensive Pressure violations will result in the ball being given back to the offensive team. The third defensive pressure violation results in a technical foul, one (1) free throw.

#### **Foul Shots:**

1. 3<sup>rd</sup> Grade: Foul shots are taken from the hash in front of the free throw line.
2. 4<sup>th</sup> Grade: Foul shots are taken from the regulation free throw line. **(used when combined)**

#### **Three-Second lane violations:**

1. 3<sup>rd</sup> Grade: Three-second lane violations are not enforced. **(will be used if combined)**
2. 4<sup>th</sup> Grade: Three-second lane violations are enforced.

- 🕒 **3 minute Overtime period (Stop clock last minute)**
- 🕒 **2<sup>nd</sup> Overtime=Sudden Death (Free throws included)**



## **5th and 6th Grade**

**Basket Height:** 10 ft.

**5<sup>th</sup> Grade:** Intermediate Ball (28.5)

**6<sup>th</sup> Grade:**

Girls: Intermediate Ball (28.5)

Boys: Official Regulation Ball (29.5)

### **Playing Time and Time - Outs**

**20 minute Running Clock (last two minutes in each half) stop clock/ 2 timeouts per half no carry over**

#### **Mandatory Playing Time Requirements:**

1. Each player must play at least 25% of each half and participate in each half.
2. These rules may be waived under the following circumstances.
  - a) If a player arrives after the start of the game but before the start of the 2<sup>nd</sup> half, the coach must play the start the player in the 2<sup>nd</sup> half, but is not obligated to play the player in the first half.
  - b) If a player arrives after the start of the 2<sup>nd</sup> half, the coach is not obligated to play the player.

#### **C. Defensive Pressure:**

1. Full court defensive pressure is permitted for the entire game.
  2. When a team is ahead by 15 or more points: The leading team is restricted to no defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
  3. Defensive pressure violations will result in the ball being given back to the offensive team. The third defensive pressure violation results in a team technical foul, one (1) free throw.
- 🕒 **Foul shots are taken from the regulation free throw line.**
  - 🕒 **Three-second lane violations are enforced.**
  - 🕒 **3 minute Overtime period (Stop clock last minute)**
  - 🕒 **2<sup>nd</sup> Overtime=Sudden Death (Free throws included)**
  - 🕒



# **7th through 12th Grade**

**Basket Height:** 10 ft.

**Ball Size:**

Girls: Intermediate Ball (28.5)

Boys: Official Regulation Ball (29.5)

## **Playing Time and Time - Outs**

**20 minute Running Clock (last two minutes in each half) stop clock/ 2 timeouts per half no carry over**

### **Mandatory Playing Time Requirements:**

1. Each player must play at least 25% of each half and participate in each half.
2. These rules may be waived under the following circumstances.
  - a) If a player arrives after the start of the game but before the start of the 2<sup>nd</sup> half, the coach must play the start the player in the 2<sup>nd</sup> half, but is not obligated to play the player in the first half.
  - b) If a player arrives after the start of the 2<sup>nd</sup> half, the coach is not obligated to play the player.

### **Defensive Pressure:**

1. Full court defensive pressure is permitted for the entire game.
  2. When a team is ahead by 15 or more points: The leading team is restricted to no defensive pressure in the backcourt. Once ball control has been established on a rebound, the defensive team must release.
  3. Defensive pressure violations will result in the ball being given back to the offensive team. The third defensive pressure violation results in a team technical foul, one (1) free throw.
- 
- 🕒 **Fouls shots are taken from the regulation free throw line.**
  - 🕒 **Three-second lane violations are enforced.**
  - 🕒 **3 minute Overtime period (Stop clock last minute)**
  - 🕒 **2<sup>nd</sup> Overtime=Sudden Death (Free throws included)**



## Adult League Rules

Follow NFHS Rules except for below

**Maximum of 14 players on roster**

Uniforms need to be provided for 1<sup>st</sup> contest ~ all numbers must be permanent and unique (0-99).

**FIELDHOUSEUSA PROVIDES SCOREKEEPER**

**6 GAME SEASON**

**End of Season Tournament ~ top 4 teams participate**

**Game Length:**

- Three Minute Warm Up
- Game begins on time ~ Teams are allowed to begin with 4 players
  - A team must have a minimum of 4 players (on roster) in order to start the game. If a team is unable to field a team (4 players) within 10 minutes of the scheduled game time the game will be forfeited. Forfeited games will not be rescheduled.
- (2) 20 Minute Halves (Clock Stops in the last 2 minutes of the 2<sup>nd</sup> Half)
- Two Minute Halftime
- 3 minute overtime if tied at end of regulation (2<sup>nd</sup> overtime is sudden death)
- Shoot one & one (bonus) on the 7th foul of each half
- Shoot two shots on 10th foul
- Men's regulation ball size (29.5), **HOME TEAM provides ball**
- Ejection from contest will result in a 1 game suspension (out of the game ejected + next contest)
- Foul Out on 6 fouls
- Teams with more than 1 forfeit (without proper notice, 48 hours) ~will be dropped from playoff contention
- Rosters must be filled out and no additions after the 3<sup>rd</sup> week

**Time outs per game:**

- Two (2) time outs per half. They do not carry over- use them or lose them.
- One (1) additional 20 second time out for each overtime period.

## Men's Adult over 35 League

**Maximum of 14 players on roster**

- Every player must be on roster to play, and show an ID before the game
- Teams are allowed to have two (2) players between the age of 30-35 by the end of season play



# COMBINED GRADE SPECIFIC RULES

## 1<sup>st</sup>/2<sup>nd</sup> Free Throw Line:

- Everyone shoots from 1<sup>st</sup> gray hash line
  - Players/Teams are more than welcome to shoot from the 2<sup>nd</sup> hash or regulation line if wanted (NOT REQUIRED IF ONE DOES IT)

## Full-Court Pressure:

- Kindergarten-1<sup>st</sup> & 2<sup>nd</sup> Grade
  - ZERO Full-Court Pressure, all game
  - Must play Man-to-Man defense, NO ZONES
- 3<sup>rd</sup>/4<sup>th</sup> Grade
  - Full-Court Pressure is permitted in the 2<sup>nd</sup> half only
    - If a team is up by 15+ points they must release to half-court
- 5<sup>th</sup> Grade and Up
  - Full-Court Pressure is permitted all-game
    - If a team is up by 15+ points they must release to half-court

## Ball Size:

- 1<sup>st</sup>/2<sup>nd</sup> Grade
  - Boys: 27.5
  - Girls: 27.5
- 3<sup>rd</sup>/4<sup>th</sup> Grade
  - Boys: 28.5 (**Only if combined**)
    - 27.5 3<sup>rd</sup> grade if not combined
  - Girls: 28.5
- 5<sup>th</sup>/6<sup>th</sup> Grade
  - Boys: 28.5 (**Only if combined**)
    - 29.5 6<sup>th</sup> grade if not combined
  - Girls: 28.5
- 7<sup>th</sup> Grade & Up
  - Boys: 29.5
  - Girls: 28.5

## Game Clock:

- 20 minute running clock each half.
  - Last 2 minutes of each half is stop clock
    - 2<sup>nd</sup> half will continue to run if a team is up by 15+ points
- 2 Timeouts per half (45 seconds each)