



Welcome to the Joshua Youth Sports Association Basketball League (JYSA)! We encourage all parents and coaches to read through the following information as there are new additions and changes posted to the rules. We would also like to remind coaches, players, and parents that members of the JYSA Board of Commissioner and Assistants will be present at most of the games to assist with any questions, problems or conduct issues. Please be respectful to these people who volunteer their time in helping us have a safe and successful season.

SEASON INFORMATION

- A. League play will begin TBD
- B. Games will be played on Saturdays, practices will be determined by the coach
- C. The season will be scheduled for 8 games, with a tournament following.
- D. Play will be governed by the current rules established by the University Interscholastic League (UIL), with the some exceptions:

DIVISIONS

Co-ed Division Kinder

Boys Division

1st & 2nd

3rd & 4th

5th & 6th

Girls Division

1st & 2nd

3rd & 4th

5th & 6th

GAME RULES

- A. All participants must play a total of eight (8) minutes of each scheduled game. It is the responsibility of the coach to ensure that.
- B. Only 2 coaches are allowed on the bench during games. One coach is permitted to roam in the designated coach's box only.
- C. Teams will start the game with a minimum of four (4) players or the game will be forfeited.
- D. No player can be on multiple rosters.
- E. No duplicate numbers on the same team
- F. 3rd-6th grade divisions will be allowed to full court press in the 4th Quarter unless a team is ahead by 10 points or more. If a team is ahead by 10 points or more and continues to press, the officials will issue a warning for illegal defense. If that same team continues to press, a technical foul will be called for illegal defense.

Any violation of the above rules should result in a technical foul for the offending team.

1st & 2nd Grade

(rules will get more strict as the season progresses)

- Traveling and double dribble offense calls will be given 2 warnings and then whistle blown on the 3rd. How strict the other calls will be at the discretion of the officials or agreed on by the coaches before the game begins. Calls will be somewhat lenient in this age group.
- No full or half court press in 1st & 2nd grade divisions.

CLOCK OPERATION/SCORING

- A. The clock will only be stopped on a coaches or officials time out, except for the last 2 minutes of each half. Then the clock will be stopped every time an official whistles to stop play, including fouls, violations, time-outs and official time-outs. The clock will restart according to UIL rules.
- B. Score will only be kept visible on scoreboard or scorers' table.
- C. If a team is ahead by 20 or more points during the last two (2) minutes of The fourth quarter, the clock will become a running clock, except for time-outs, and free throws.

D. Every team will have a clock operator (Visitor) and scorekeeper (Home) for each game. The scorekeeper must receive a line-up five minutes prior to each Game.

E. The official scorekeeper and clock keeper must be over 16 years of age and have been agreed upon by the opposing coaches. It is the coach's responsibility that the score sheet is filled out correctly and turned into the folder. Filled out correctly would include team names, player names with numbers, date of contest and final score. Both coaches are required to sign the score sheet.

F. On a running clock, after a time out, the clock starts when the ball is put back into play.

G. Game officials may use their discretion to stop the clock for injury, ball retrieval, etc.

H. Shots taken behind the 3 point arch will be counted as 3 points for all age groups.

INJURIES

Blood Rule: No one will be allowed to continue in any game with blood flowing in any manner.

GAME REGULATIONS

Kinder

Ball Size: 27.5 (size 5)

Goal Height: 8'

2 Halfs 15 Minutes Each

2 Timeouts All Game

1st & 2nd Boys & Girls

Ball Size: 27.5 (size 5)

Goal Height: 8'6"

4 Quarters 8 Minutes Each

4 Timeouts All Game (only one rolls over to overtime if available)

3rd & 4th Boys & Girls

Ball Size: 28.5 (size 6)

Goal Height: 10'

4 Quarters 8 Minutes Each

4 Timeouts All Game (only one rolls over to overtime if available)

5th & 6th Girls

Ball Size: 28.5 (size 6)

Goal Height: 10'

4 Quarters 8 Minutes Each

4 Timeouts All Game (only one rolls over to overtime if available)

5th & 6th Boys

Ball Size: 29.5 (size 7)

Goal Height: 10'

4 Quarters 8 Minutes Each

4 Timeouts All Game (only one rolls over to overtime if available)

B. Coaches need to agree on a game ball prior to starting the game.

C. All jerseys must be tucked in.

D. Lane violations will be called after five (5) seconds for players in the 1st through 4th grades and after three (3) seconds for all other players and grades.

OVERTIME/SUDDEN DEATH

A. Overtime period will be 2 minutes of a regulation clock. If still tied after one (1) overtime period, a final 2 minute "sudden death" overtime period will be played. The "sudden death" overtime period will end when either team scores. Overtime and sudden death will start with a jump ball at mid court. Only one (1) timeout may roll over to overtime. No timeouts in sudden death.

FOULS

A. Bonus & Double Bonus – Bonus will begin on the seventh (7th) team foul of the half (1&1) Double bonus will begin on the tenth (10) team foul of the half (2 shots) Bonus does carry into the overtime period and sudden death. Player technical fouls do not count towards the team foul total.

B. Technical fouls will result in two (2) free throws and possession of the ball by the injured team.

C. Any player receiving five (5) fouls will be out of the game.

D. Any player, coach, or assistant coach who is assessed two (2) technical fouls during a game will be ejected from the game and must leave the building immediately. If the ejected coach or player does not leave the building, their team will forfeit the game. Any player or coach ejected for unsportsmanlike conduct may be suspended as determined by the League Commissioners. Physical violence or unsportsmanlike conduct before, during or after a game will be disciplined severely. Expulsion from the league may result from severe misconduct

E. Any parent or spectator who is abusive towards game officials will be ejected from the facility.

DRESS CODE

All players will wear the jerseys provided by the league. Jewelry will not be permitted at any time during a game and should be discouraged in practice. All coaches will be responsible for seeing that their players are not wearing watches, necklaces, bracelets, earrings, or plastic/metal hair clips. These items pose a threat to the safety of not only the players wearing them, but to other players as well.

PROTESTS

Official protests may ONLY be filed for violation of the rules and/or regulations, and not on judgment calls made by the referees. Games may NOT be protested based on the quality of the officiating.