

2024-2025

Boys In-House VAA Basketball Game Rules (7th-8th Grades)

The following rules apply to SCVAA in-house boys basketball league for 7th – 8th grades. Rules not specific to a particular grade apply at all grade levels. Except where modified below, National Federation of State High School Associations game rules shall govern play.

Good sportsmanship should be your guide at all times, not winning!

Players:

- Players may play only for their assigned team.
- Games will be played five-on-five. Both teams must have five players to begin the game.

Home & Visiting Team Duties:

- The home team is the 2nd team listed on the schedule.
- There will be a time clock official provided.
- Both the home and the visiting team should be keeping score and verifying with each other at the end of each quarter. They will need to work with the officials to resolve any discrepancies.
- If there is not a time clock official, then the home team will provide someone to keep the official scorebook and the visiting team should provide one person to operate the game clock and scoreboard. Both people will be sitting at the scorer's table.

Game Length:

- Game will consist of eight, 5-minute running time periods.

Grace Period:

- A 5-minute grace period from the schedule start time shall be allowed before a forfeit is declared.
- If a team does not have five legal players on the floor at the end of the grace period, they will forfeit the game
- An informal scrimmage should be held if a game is forfeited.

Quarter Break:

- 1 minute intermission after the 2nd and 6th periods.
- Breaks between periods are considered substitution breaks, so please quickly sub in your players. (30 Seconds)

Half-Time Intermission:

- 3 minutes in length, unless the officials decide to cut it even shorter in order to get back on schedule.

Running Time:

- The clock will run continuously except during the last two minutes of the eighth period.
- The clock will stop during time-outs called by either the coach or the officials.

Time Outs:

- Each team is awarded two, 1-minute time-outs per game. One for the first half and one for the 2nd half. Unused time outs will carry over to the second half.
- One time-out will be awarded for the first overtime period only.

Overtime Period(s):

- The first overtime shall be a 2-minute period where the clock is stopped on a dead ball.
- The second overtime period (if necessary) shall be a sudden win scenario with the team scoring the 1st basket becoming the winner.
- The clock will not be run during a second (sudden win) overtime period.
- Time outs not used during regulation time will be carried over to overtime periods.
- Note: In a tournament championship game only, each overtime period will be 2 minutes long with the clock stopping on a dead ball. There will be no sudden win during a tournament championship game.

Playing Time:

- All players will play equal amounts regardless of missing practice or disciplinary reasons.
- The “In-House Playing Time Plan” must be completed prior to each game. The Playing Time Rules at the bottom of the In-House Playing Time Plan determine the playing time of each player and are based on the number of players available to compete in each game.
- Barring any injuries or disciplinary problems, the In-House Playing Time Rules must be followed for each game, including all tournament games, so that each player receives the maximum amount of playing time as dictated by the Playing Time Rules.
- The head coach will decide which players play in each period and their positions as long as the maximum number of periods is not exceeded.
- The **In-House Playing Time Rules** are as follows: 5 players: 5 play 8 periods each and each OT.

6 players: 4 play 7 periods (two of these play 1 OT and 2 play both OTs) and 2 play 6 periods and both OTs.

7 players: 5 play 6 periods (4 players play 1 OT and 1 plays both OTs) and 2 play 5 periods and both OTs.

8 players: 8 play 5 periods each (six play 1 OT while 2 play both OTs).

9 players: 5 play 4 periods and both OTs and 4 play 5 periods and no OTs.

10 players: 10 play 4 periods each and 1 OT each.

11 players: 7 play 4 periods (2 of these play in 1 OT) and 4 play 3 periods and both OTs.

12 players: 8 play 3 periods (6 play in 1 OT and 2 play in both OTs) and 4 play 4 periods and no OTs.

Once a player is on the court, the coach may not substitute during that period, with the following exceptions:

- Injury
- Blood rule
- Player picks up their third foul in the first four periods or their fourth foul prior to the 8th period.

During these special situations, a coach must substitute a player of “comparable ability” who is sitting on the bench. The playing time of the substitute will not be recorded against their normal rotation. A player removed for injury or because of the blood rule should return as soon as they are able. Coaches may not modify their normal playing rotation to “make up” for the removed player’s “lost time.” No other substitutions are allowed.

Substitutions:

- When players must be replaced during a period due to injury, illness, blood or foul trouble, substitute players must report to the scorer’s table and be waved in by the official.
- You may not substitute a player while play is still going on. You must wait for the official to stop play regardless of the situation. All substitutions are with the approval of the officials.

Equipment:

- A 29.5” regulation-sized basketball will be used. Rims will be set at 10-feet in height for the entire season and season-ending tournament.

Officiating Personnel:

- Two officials will be assigned to each game.
- The officials shall have final authority on any scorekeeping disputes.

Free Throws:

- Free throws will be shot from the regulation free throw line. A violation will be called if the shooter crosses the line on the attempt before the ball hits the rim.
- A violation will be called, in the event someone enters the lane prior to the shooter releasing the ball.
- There will be no clock stoppage while they set up, they should be knowledgeable enough to know where they need to set up.

Bonus Rule:

- On the team’s 7th team foul in a half, the shooter will get to shoot one free throw, if the shooter scores on the first one, they will receive a bonus free throw.
- A double bonus free throw scenario will be awarded on the team’s 10th foul in a half.
- All fouls count towards the team fouls, whether it is an offensive or defensive foul. A foul is a foul.
- **Coaches MUST track the team fouls in addition to individual player fouls.** It is recommended to keep track of the other teams fouls as well. After the 2nd, 4th, 6th period, it is recommended to consult with the scorer’s table and the other coach to verify accuracy. If any discrepancies, the scorers table will be the official number. This is recommended with the scoring also.
- All fouls will carry over into any overtime period(s).
- Players will foul out of the game after receiving a 5th personal foul.

Three Point Shot:

- A three-point shot will be used when the floors are clearly marked with the 3-point arc.

Lane Violations:

- A 3-second lane violation will be enforced.

Offensive Restrictions:

- Clear outs to take advantage of the no zone rule are strictly prohibited.
 - 1st Offense: Warning to the coach and players
 - 2nd and subsequent Offenses: Technical foul with the defensive team receiving two points and the ball out-of-bounds.

Defensive Restrictions:

- **Man to Man Defense Required For All Grades**
 - Only player to player defense will be allowed.
 - **Defensive players must be within 3-4 feet of their player** when that offensive player is within the 3-point arc, or approximately 19'9" if there is no arc painted on the floor.
 - **Defense will begin once the offensive player crosses the half court line.**
- **Double/Triple Teaming, Trapping & Stealing**
 - No double/triple-teaming or trapping above the free throw line extended to each sideline. **Stealing is allowed once the ball crosses the half court line.** If a player on offense that does not have the ball brings his defender over to the player with the ball who already has a defender guarding them, this is not considered double teaming.
- If leading by 20 or more points, defense must fall back to the 3 point line extended.
- **Guarding Throw-Ins and Chasing Loose Balls** In the fourth quarter (periods 7 & 8) and any overtime periods, the defensive team may guard offensive players in the backcourt on throw-ins originating from the frontcourt. Once the ball is controlled in-bounds, the defensive team must drop back to the frontcourt. Players may chase a loose ball into the backcourt at any time
- **Zone defenses are strictly prohibited.** The officials will penalize as follows:
 - 1st offense: Warning to coach and players
 - 2nd and subsequent offense: Team technical foul will be assessed and the offensive team will be award 2 points and the ball at mid-court.
- A loose or sagging player-to-player defense or defensive players who do not know who they are supposed to be guarding is not to be considered a zone defense. **Players should know who they are covering.**
- Please teach your players to fall back to the half court line when the defensive team rebounds the ball and clears the ball out of the key.
 - Defensive players must drop back to their backcourt whenever a rebound is controlled and cleared from the key by a dribble or pass by the rebounding team.
- Teams may only full-court press in the fourth quarter (periods 7 & 8) and any overtime periods when they are behind by **10** or more points. Both teams can press in the final two minutes remaining in regulation or overtime. Teams may not press if they are ahead by 10 or more points.
- Once the deficit is cut to less than 6 points, the team may not full-court press unless there is less than two minutes remaining in the game, regulation or overtime.

Mercy Rule:

- Mercy Rule, if a team is ahead by 30+ points, the team with the lead will be required to remove one player from the court. When the score is below 30, that team may put their player back in. At this stage of the game, please relax on defense to give the opposing team a chance.

Technical & Intentional Fouls:

- Free throws will not be attempted for technical or intentional fouls. The offended team will automatically receive 2 points and the ball out-of-bounds at the mid-court line.

Unsportsmanlike Conduct:

- Coaches, players and fans are expected to abide by all decisions of the referees in charge.
- Unsportsmanlike play, behavior or language will not be tolerated from players, coaches or fans. Referees are empowered to eject any person that violates the Code of Conduct.
- Complaints regarding coaches, players, fans and officials will be reviewed by the SCVAA Basketball Commission for further disciplinary action.
- **All Coaches, Players, and Parents must sign the additional Code of Conduct document in order to be eligible to play.**

***The intention of the SCVAA basketball program is to teach the fundamentals of basketball and good sportsmanship to the youth in our programs. There will be no NBA or WNBA scouts attending any of these games. If we keep these ideals in mind, we will have a successful program. Good luck this season.**