

# SAA YOUTH BASKETBALL

*SAA Biddy League ♦ SAA Junior League*



## S.A.A. Basketball Game Rules

**Game Warm-up:** (10)min running time.

**Game Time:**

- 20 Minute Running Time Half (Clock only stops on time outs)
- 1<sup>st</sup> Half Clock stops under (1) Minute on dead balls
- 2<sup>nd</sup> Half Clock stops under (2) Minutes on dead balls

**Half Time:**

**3 Minute running time**

**Overtime:**

**5 Minute running time. Clock stops under 1 Minute on dead balls**

**Time Outs:**

**3 Time Outs Per Game, no carryover to overtime. 1 Time Out for overtime.**

**Defense:**

- 9/10
  - man to man defense
  - no pressing
- 11/12
  - 1<sup>st</sup> half Man to man
  - 2<sup>nd</sup> half optional zone
  - can press under (5) Minutes left in game.
  - No pressing if up by more than 10 Points for winning team
- Junior League division can press full court entire game
  - No pressing if up by more than 15 Points for winning team

**Fouls:**

5 Fouls per player. Player can stay in game if team does not have 5 players. Technical Foul (TF) for every foul above 5 fouls if player needs to stay in game (TF = 1 shot and ball)

**Free Throws:**

Players can enter the paint when the ball leaves the hand

**Minimum Players:**

Teams can play games with four players.

**Playing Time:**

Players should play a minimum of 20 Minutes in Regular Season and 15 Minutes Playoffs. This is an honor system but if complaints come to the league office they can result in coaching changes or/and suspensions.

**Scorekeepers & Time Keepers:**

Teams playing are responsible for supplying clock person and scorebook person. Final score must be put in book and individual scoring kept only.

**ALL GAME RULES FOR PLAYERS/COACHES/FANS:**

Remember the referees are volunteers and any fighting, cursing, or yelling at the refs can result in immediate ejection and/or suspension. The league is meant to be fun and enjoyable for the players and the fans. Please be respectable of everyone involved.