
SAN ANTONIO CHURCH ATHLETIC ASSOCIATION

BASKETBALL RULES - ELEMENTARY AND MIDDLE SCHOOL LEAGUES

The SACAA uses the NCAA Men's Rulebook as guidelines unless otherwise stated

- Eight scheduled regular season games (*SACAA will do everything possible to reschedule any games that cannot be played due to extraneous circumstances*)
- 6-minute quarters
 - Clock stops only for timeouts, free throws, or when otherwise stopped by an official
 - Clock stops on all whistles in the last minute of the fourth period (*unless one team is ahead by 20+ points, where then the team that is behind must get under a 15 point deficit to warrant regular stoppage*)
 - 3-minute halftime
 - Two timeouts per half (*does not carry over*)
- 3-minute 1st overtime; 2-minute additional overtime(s)
 - Clock stops only for timeouts, free throws, or when otherwise stopped by an official
 - Clock stops on all whistles in the last minute of an overtime period
 - 1-minute break between overtime periods
 - One timeout per overtime (*does not carry over*)
 - In case of an overtime which neither teams scores, the game ends in a tie
- Ball Size: 28.5" for Girls and 1st-4th grade Boys; 29.5" otherwise
- Goal Height: 8' for 1st-2nd grade; 10' for 3rd-8th grades
- All technical fouls are two shots plus possession to the non-offending team
 - Administrative technical fouls do not count towards disqualification, personal fouls or team fouls
 - Non-Administrative technical fouls will count towards disqualification, personal fouls and team fouls
 - Two non-administrative technical fouls is an automatic ejection from the game and an automatic one-game suspension
 - Any ejected player has two minutes to leave sight of the playing area, then a reasonable amount of time to leave the church/school property, or face additional suspension **plus** his or her team forfeiting the game
 - Two ejections in the same season, to include the playoffs, is an automatic suspension for the next eight regular season or playoff games his team plays
- No protests of game results allowed. Decisions of game officials are final.
- No visible tattoos that might be considered inappropriate
- No phones or electronic devices are allowed in the bench area
- No jewelry, including all non-sweatband wristbands, are allowed
- No shorts with pockets are allowed
- Anything worn that is deemed unsafe by the game officials must be removed or padded/taped to the satisfaction of game officials for player participation
- The use of the term "and one", or any like term, by players or bench personnel, deemed inappropriate by game officials, will be considered unsportsmanlike. One warning per game per team may be given by an official.
- One head coach and one assistant coach are allowed on the bench
- Physical contact of any kind with an official, scorekeeper or administrator will result in a lifetime ban from SACAA event
- Players are not allowed at the scorers' table unless checking into the game
- Questioning or the harassing of scorekeepers will not be tolerated. All questions regarding scoring and timing should be brought to an official's attention by a head coach.

TEAM ROSTER – A maximum of 10 players can be on a roster. A player, who did not participate in a team's first five games by registering a point or a foul, will be ineligible to play the rest of the season, including the playoffs.

PENALTY: Forfeiture of game(s) played with ineligible player(s) and elimination from the playoffs

- Teams that play with less than eight players for four games will be ineligible for the playoffs
- A minimum of eight players for playoff games

JERSEYS – Teams are required to have both light and dark colored jerseys. Numbers are required on both the front and back of the jersey. The digits "6", "7", "8" and "9" are not allowed as part of a jersey number. Undershirts that do not contrast with jersey may be worn.

GAME LINEUP – A typed game lineup must be given to the scorekeeper 10 minutes before every scheduled game time. The game lineup must include the coach's name, as well as a first name, last name and jersey number of each player expected to participate in the scheduled game. Players must be listed by jersey number, smallest to largest. Additional players that arrive late may be added to the game lineup.

PENALTY: Technical fouls multiplied by season instances of noncompliance

EXCEPTION: Team's first game of the season

GAME TIME/OPENING PRAYER – An opening prayer will precede each game at center court, which is scheduled two minutes before game time or three minutes after the conclusion of a prior game, whichever is later. Five players from each team must be present at opening prayer, otherwise the game is forfeited. If both teams do not have the required five players at opening prayer, both teams receive a forfeit loss.

FORFEITS – Two forfeits will disqualify a team from the playoffs (*except for circumstances deemed unusual by SACAA*). Forfeiture of games not started, or an in-game forfeit that favors the team that is behind, will result in a 2-0 score. An in-game forfeit that favors the team that is ahead will use the game score at the time of forfeit.

STANDINGS – Teams will be seeded in the logical order below for the playoffs. In the case of a need to break a tie with three or more teams, apply the logic below till one team is eliminated, and then reapply the logic with the remaining teams:

- Least Number of Forfeits, then,
- Winning Percentage, then,
- Head-to-Head Winning Percentage (*assuming all teams in the tie have played each other*), then,
- Winning Percentage versus non-eliminated playoff teams, then,
- Coin Flip

PLAYER PARTICIPATION

- No player should play more than one half of a quarter more than another player
PENALTY: Players who play one quarter more than a teammate will have all his points erased from the score upon conclusion of the game
EXCEPTION: Players who have been injured, fouled out, or arrive at the game after the second quarter has started will be exempt from analysis
- No non-injury substitutes allowed in the first quarter
- Players who did not play in the first quarter must play the entire second quarter
- Substitutions will occur at first dead ball or non-pressure/non-advantage situation once the clock goes under 3:15 in the second, third and fourth quarters
- In case of overtime, any player may play and substitutions can occur during clock stoppages
- The preferred player participation matrix is below to assist coaches in setting lineups and substitution strategy **before** the game

6	QUARTER				QTRS PLAYED
	1	2	3	4	
P L A Y E R	1				3.5
	2				3.5
	3				3.5
	4				3.5
	5				3.0
	6				3.0

9	QUARTER				QTRS PLAYED
	1	2	3	4	
P L A Y E R	1				2.5
	2				2.5
	3				2.0
	4				2.0
	5				2.5
	6				2.5
	7				2.0
	8				2.0
	9				2.0

7	QUARTER				QTRS PLAYED
	1	2	3	4	
P L A Y E R	1				3.0
	2				3.0
	3				3.0
	4				3.0
	5				3.0
	6				2.5
	7				2.5

10	QUARTER				QTRS PLAYED
	1	2	3	4	
P L A Y E R	1				2.0
	2				2.0
	3				2.0
	4				2.0
	5				2.0
	6				2.0
	7				2.0
	8				2.0
	9				2.0
	10				2.0

8	QUARTER				QTRS PLAYED
	1	2	3	4	
P L A Y E R	1				2.5
	2				2.5
	3				2.5
	4				2.5
	5				2.5
	6				2.5
	7				2.5
	8				2.5

DEFENSIVE RULES

- No backcourt defense; On a change of possession, the defense must retreat back to the top of the key on their defensive end
 - PENALTY:** First team infraction results in a warning; infractions thereafter result in a personal foul on the offending player
 - EXCEPTION:** If the offense is advancing the ball with an advantage (fast break), the defensive rule is not in effect
 - EXCEPTION (5th -8th grades):** Defensive rule is not in effect in the final minute of 4th quarter or the final minute of overtime
- No frontcourt defense till offense penetrates the top of key extended
 - PENALTY:** First team infraction results in a warning; infractions thereafter result in a personal foul on the offending player
 - EXCEPTION:** If an offensive player makes a field goal outside the top of the key extended, that player then may be guarded anywhere in the front court for the remainder of the game
 - EXCEPTION (5th -8th grades):** Defensive rule is not in effect in the final minute of 4th quarter or final minute of overtime
 - EXCEPTION (5th -8th grade boys):** Frontcourt pressure is allowed after defense has retreated to the top of the key on the defensive end and the offense has penetrated midcourt
- (1st-6th grade girls only) No double teaming outside lane; No reaching in or slapping at a ball that is being held by an opponent outside the lane
 - PENALTY:** First team infraction results in a warning; infractions thereafter result in a personal foul on the offending player

OFFENSIVE RULES

- Must penetrate the top of the free throw line extended within 5 seconds of entering frontcourt
PENALTY: Violation; possession is awarded to other team at midcourt
EXCEPTION (5th -8th grade boys): Not applicable as frontcourt pressure is allowed after defense has retreated to the top of the key on the defensive end **and** the offense has penetrated midcourt
- Beginning in the fourth quarter, a team cannot inbound the ball from the frontcourt to the backcourt
PENALTY: Violation; possession is awarded to other team at midcourt
- Travelling and Double Dribble violations will be called at the officials' discretion dependent on age group and game situation, **but will be called if an advantage towards the basket occurs**
- Three-second violations will be called at the officials' discretion dependent on age group, game situation, height and talent, **but will be called if an advantage in scoring or rebounding occurs or is imminent**
- 1st-6th grade Girls and 1st-4th grade Boys: Free throw shooter may cross the line on free throw attempts, but cannot charge the basket after release. If a free throw shooter is unable to reach the goal in his or her first free throw attempt, the official may allow the player to move closer to the goal on future attempts.

RECENT MAJOR NCAA RULE CHANGES

- **Restricted Area Arc (Rule 1-8):** The size of the Restricted Area Arc has been increased to four feet from three feet. For SACAA games, this is an imaginary arc directly under the basket. Officials are to use their best judgment regarding block/charge calls in this area. **THIS WILL NOT BE IN EFFECT FOR SACAA GAMES**
- **Guarding - Maintaining Position (Rule 4-17.6.e):** A defender may be moving forward when contact occurs with an airborne shooter if the defender was moving in a direction that he clearly would not have made contact with the shooter *and the shooter moved sideways to cause the contact.* **THIS WILL NOT BE IN EFFECT FOR SACAA GAMES.**
- **Timeouts Granted - Coach (Rule 5-14.1):** Coaches are not permitted to request a timeout when the ball is live. **THIS WILL NOT BE IN EFFECT FOR SACAA GAMES**
- **Violation - 10-Second Backcourt (Rule 9-10):** The 10-second count shall reset on all stoppages of the game clock except when the defense causes the ball to be out of bounds or the offense retains possession after a held ball. **THIS WILL NOT BE IN EFFECT FOR SACAA GAMES**
- **Closely Guarded - Dribbling (Rule 9-14.2):** Closely guarded violations no longer can occur when a player is dribbling the ball. **THIS WILL NOT BE IN EFFECT FOR SACAA GAMES**