

**DACULA ATHLETIC ASSOCIATION
BASKETBALL**



GENERAL PLAYING & AGE SPECIFIC RULES

May 8, 2016



1. General Playing Rules

The Georgia High School Association Rules will be the guideline for DAA Basketball games in regards to how the games are officiated. However, there are age specific rules in play for the Dacula Basketball league published within this document. These applying rules can be changed or updated at any time by the basketball board, without approval from the Dacula Athletic Association Executive Board. Dacula Basketball rule exceptions take precedence over GHSA. When a rule is not specifically stated within the DAA Basketball Operational Guideline & Rules, GHSA Rules will apply.

1.1. Uniforms

DAA Basketball will provide reversible game jersey (with matching shorts) for Winter Season. All players are required to wear provided jersey on game day. The designated HOME team will wear WHITE and designated VISITOR team will wear COLOR. All shirttails must be tucked inside the shorts while playing in a game. Any color t-shirts is allowed to be worn under jerseys. It is recommended that similar color t-shirts is worn in comparison to the color of your jersey for the day. No jewelry of any kind will be allowed during practices and games.

Bracelets that are worn for medical reasons must be covered by protective material such as sweatband to ensure the safety of other players, and excluded from this rule. No metal, plastic or wood hair adornments will be allowed. Only soft elastic bands should be worn in a players' hair.

DAA Basketball will allow players to wear armbands, headbands and shooter sleeves, contrary to GHSA rule. Athletic shoes, preferably basketball shoes are recommended.

Players in violation of the dress code will be asked by the official to discard any objects he deems unacceptable before play can begin. Referees reserve final say on what can and cannot be worn during the game.

1.2. Number of Players required to start a game

Normally a game shall begin and be played with 5 players from each team on the court. In the event that a team has less than 5 players to start a game, 4 players will be allowed to start for official play. It is not required for the other team to comply and only start 4 players. If there are less than 4 players from a team to start a game, that team will forfeit the game, but the gym time should be utilized by playing a practice game.

If the team with 4 players has a 5th player show up after the game is started, that coach can insert the 5th player at the next dead ball. Minimum play requirements will still apply.

There is no minimum number of players required to finish a game. Teams must put 5 players on the floor if 5 players are eligible to play. A team may not play with 4 players to prevent a player from fouling out.



1.3. Game Structure & Timeouts

Games must start within 10 minutes of the scheduled start of the game or 10 minutes after the ending of the previous game. This excludes delays caused by locked gyms, missing officials, clock malfunctions, etc. The team unable to play at this time will forfeit.

There is a timed **5-minute warmup period** for teams prior to the start of a game. The official will start the 5-minute clock once teams from previous game have cleared the court. There will be a 1-minute warning horn after 4 minutes of warmup. Once the horn sounds following the 1-minute warning, the officials will call the starting lineups to center court for the tip off.

Each team will have **four (4) timeouts per game**. (See chart below for details) Timeouts can be used at any time during the game. Coaches may call a timeout during a dead-ball situation or when his/her team has possession of the ball. If a coach calls timeout and the team had no timeouts remaining, a technical foul will be assessed.

Timeouts per game	2 x 30 Second
	2 x 60 Second
Overtime Timeouts	1 x 30 second
Halftime	3 min
Between Quarters	60 Second

1.4. Technical Fouls

The following guidelines may be applicable to determine disciplinary action toward coaches and/or players that receive technical fouls during the season.

Any coach or player that receives 2 or more conduct (sportsmanship) technical fouls in a game is suspended for the rest of the game. The coach or player is subject to the DAA Code of Conduct penalties as published and agreed to at the time of your registration.

Coaches and/or players that receive four or more technical fouls in a season, in any combination, will be up for review by the league director and subjected to further penalties from a one-game suspension up to season suspension. **Coaches who receive a technical foul are no longer permitted to stand during the remainder of the game.**

1.5. Overtime

Overtime periods will be 2 minutes for all age groups with the clock stopped on every whistle. Each team will have one time-out in overtime. Timeouts DO NOT carry over from regulation. If the game is still tied after the 3rd OT, the game will be declared a tie. The exception is tournament play when games are played until there is a winner.



1.6. Protest

Protests will only be heard regarding violations of the play rules or player eligibility. No protest will be heard in regards to a call made by a referee. Coaches violating the play rules are subject to penalties up to season suspension. Playing with an ineligible player could result in forfeit of games. An \$50 protest fee must be paid upon protest. If protest is upheld, \$50 will be returned. If denied, it will be donated to DAA Basketball.

DAA Basketball will abide by the GHSA in regard to rules protests. However, DAA Basketball has rules that take precedence as listed in this document. Violations of these rules may be reviewed and ruled upon by the DAA Basketball Board at any time.

1.7. Mercy Rule

The game clock will run continuously if a team is ahead by **20 or more points**. The game clock will resume to normal start and stop rules once the difference is made up. Timeouts will be recognized.

1.8. 10-15 Rule (Full Court Press)

If full court press is allowed, a team ahead by 15 or more points cannot continue to press. The team in the lead may resume a full court press if the lead is less than 15 points.

1.9. Injuries & First Aid

A first aid kit will be provided at all practice/game sites. If a player is injured during the course of a game, the official and coach along with the player's parent will determine the course of action to be taken. If it appears serious enough to require professional medical attention, 911 will be called immediately. Only qualified medical personnel or parents / guardians will be allowed on the court.

1.10. Bleeding During Game

A player who is bleeding must leave the game until the bleeding is stopped. A player may not play with blood on his/her uniform. Injured players must leave the game for at least one play. A charged timeout must be called to leave the player in the game. The referee has the authority to decide if a player is too injured to continue playing.

1.11. Concussion Observation Rules

Any player that experiences a head injury during a game or practice must be substituted and sat down for a minimum 2 minutes and observed for any sign of concussion. If any sign of concussion is observed, player must not return back to the practice or game. The player needs to be taken to hospital by parents, for professional / medial evaluation of concussion.



2. Age Specific League Rules

2.1. Girls & Boys 5-6 Year Old

▪ Basketball Size:	27.5"
▪ Goal Height	8 foot
▪ Free Throw Line	10 foot
▪ Foul Shots	First player lines up below the block
▪ 5 Second Lane Violation	10 foot free throw line
▪ Game Quarters & Time	Four (4) – 8 Minutes quarters
▪ Clock Type	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press	No
▪ Defense	Behind the top of the key extending out to the sidelines. Once offense penetrates the area inside the top of the key, the defense is able to follow the ball. Using this rule to delay the game is forbidden. The offensive team should penetrate the area inside the top of the key within 10 seconds of crossing half court. At the official's discretion, a warning will be given to the offensive coach. A second offense will result in a turnover.
▪ Foul Calls	Officials in this age group will only call major violations and will explain any violations called to the children on the court.
▪ Coaches on the Floor	The first half of the season, head coaches from each team are allowed on the floor to instruct and position players. They are not allowed to impede the flow of play unless directed by officials. 5-6 Girls League Only, coaches are allowed on the floor the entire season.



Dacula Athletic Association Basketball
General Playing & Age Specific Rules



2.2. Girls & Boys 7-8 Year Olds

▪ Basketball Size:	28.5"
▪ Goal Height:	8.5 foot (Girl), 9.0 foot (Boy)
▪ Free Throw Line:	12 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	12 foot free throw line
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Full Court Press:	Last 2 minutes of 4th quarter and overtime Two “press warnings” (illegal defense) are allowed per half. After two press warning (illegal defense) per half, each illegal defense violation will result in a team foul at referee’s discretion. If a referee deems the violation intentional at any time, it can result in a technical foul.
▪ Defense:	First 3 quarters - Behind the top of the key extending out to the sidelines during entire game. Once offense penetrates the area inside the top of the key, the defense is able to follow the ball. Using this rule to delay the game is forbidden. The offensive team should penetrate the area inside the top of the key within 10 seconds of crossing half court. At the official’s discretion, a warning will be given to the offensive coach. A second offense will result in a turnover.



Dacula Athletic Association Basketball
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2.3. Girls 9-10 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	12 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	12 foot free throw line
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Game Quarters / Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press 2 nd & 4 th Quarter & Overtime (with 15-10 Rules) 1 st or 3 rd quarters but 1 player is allowed back

2.4. Boys 9-10 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	12 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	12 foot free throw line
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press 2 nd & 4 th Quarter & Overtime (with 15-10 Rules) 1 st or 3 rd quarters but 1 player is allowed back



Dacula Athletic Association Basketball
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2.5. Girls 11-12 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	15 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	Regulation Lane
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press in 2 nd , 3 rd , 4 th Quarter & Overtime (with 15-10 Rules) One player back in 1 st Quarter

2.6. Girls 13-18 Years Old

▪ Basketball Size:	28.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	15 foot
▪ Foul Shots:	First player lines up below the block
▪ 3 Second Lane Violation:	Regulation Lane
▪ 3 Point Shots:	Recognized in all games where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press in 2 nd , 3 rd , 4 th Quarter & Overtime (with 15-10 Rules) One player back in 1 st Quarter



Dacula Athletic Association Basketball
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2.7. Boys 11-12, 13-14 & 15-18 Years Old

▪ Basketball Size:	29.5"
▪ Goal Height:	10 foot
▪ Free Throw Line:	15 foot
▪ Foul Shots:	First player lines up below the block
▪ 5 Second Lane Violation:	Regulation Lane
▪ 3 Point Shots:	Recognized where a 3-point line is marked on the court
▪ Game Quarters & Time:	Four (4) – 8 Minutes quarters
▪ Clock Type:	Running clock (Stopped only for time outs and free throws and the last two minutes of the final period.)
▪ Full Court Press:	Full Court Press in 2 nd , 3 rd , 4 th Quarter & Overtime (with 15-10 Rules) One player back in 1 st Quarter