

Dublin Youth Athletics
Basketball Rules

The following rules apply to all DYA leagues. Other rules by specific league follow.

Note: Unless specifically addressed below, Ohio High School rules apply. No rule may be changed by anyone other than the DYA Director of Basketball.

1. Game time is forfeit time. Four players are required to begin the game. Late arrivals on the four-player team may enter the game immediately.
2. Substitutions are permitted at any time for disqualified, injured, or sick players. Otherwise, players must play the entire segment.
3. During overtime and sudden death periods any eligible player may start. Overtime and sudden death periods do not count toward time played.
4. Each team receives two timeouts per half. No carryover of timeouts to the second half or overtime.
5. Three minutes for halftime. Two-minute overtime, continuous clock. Clock stops on whistles during the last 30 seconds of overtime. Sudden death thereafter, with the first team to lead by two points winning. One timeout per team during overtime. No timeouts or substitutions during sudden death.
6. Three-point shot will not be used unless the floor is properly marked.
7. All players must wear the official DYA green and white reversible jersey during games. All numbers are legal.

Additional Local Rules by Specific League

3rd & 4th Grade Boys & Girls Leagues

1. Coaches are permitted one minute for player matchups prior to the start of each quarter.
2. Games will consist of four quarters, continuous clock, one minute between quarters. Clock stops on whistles during the last two minutes of the second half.
3. All players must play a minimum of one full quarter each half. No player may play more than one quarter more than the teammate who plays the fewest number of quarters.
4. Each third-grade team will have all players present shoot one free throw and one jump shot prior to the start of the game. Each fourth-grade team will have all players present shoot one free throw and one layup (not a jump shot) prior to the start of the game. Each free throw made will count one point and each jump shot or layup will count one point toward each team's score to start the game. Each player shoots only one free throw and one jump shot or one layup (see league), regardless of the total number of players present for his/her team.
5. Games consist of 8-minute quarters.
6. Free throw line is 9 feet, except fourth grade boys league which is 12 feet. In leagues where the free throw line is 9 feet, the first pair of rebounders must occupy the lane spaces below the block.
7. Zone defenses are prohibited. Man-to-man defense only. Defensive players will pick up the offensive players once they have passed the top of the key extended. If the offense does not penetrate the top of the key extended, the defense can pursue above the top of the key extended. Defensive players must be within 6

feet of their assigned offensive player once the offensive player penetrates the top of the key extended. No trapping outside of the paint. Defense is permitted to double team the ball in the paint area if defensive players are in the paint. Defense may switch to help screened teammates. No backcourt defense or press defense at any time during the game. No four corner of "clear-out" offenses.

8. Lane violation is 5 seconds.
9. Following time-outs in the last 30 seconds of the game, the clock does not restart until the ball is put into play in the frontcourt.
10. Basket height is 10 feet except third grade girls league which is 9 feet.

5th Grade Boys & Girls Leagues

1. Games consist of two 20-minute halves, continuous clock. Clock stops on whistles during the last two minutes of the second half. Substitutions are made at the first break in action nearest the 5-minute mark of the half and each 5-minute interval thereafter. At each break the bench is cleared so that no player sits more than five consecutive minutes. Each player must sit at least 5 minutes each half unless there are only six players in attendance. In that case, some players may not get 5 minutes of rest each half. The clock will stop momentarily to allow substitutions and will resume at the discretion of the officials.
2. Each team will have all players present shoot one free throw prior to the start of the game. Each free throw made will count one point toward each team's score to start the game. Each player shoots only one free throw, regardless of the total number of players present for his/her team.
3. Free throw line is 12 feet.
4. Zone defenses are prohibited. Man-to-man defense only. Defensive players must be within 6 feet of their assigned offensive player once the offensive player penetrates the top of the key extended. No trapping outside of the paint. Defense is permitted to double team the ball in the paint area if defensive players are in the paint. Defense may switch to help screened teammates. No backcourt defense or press defense at any time during the game. No four corner of "clear-out" offenses.
5. Following time-outs in the last 30 seconds of the game, the clock does not restart until the ball is put into play in the frontcourt.

6th-12th Grades Boys & Girls Leagues

1. Games consist of two 20-minute halves, continuous clock. Clock stops on whistles during the last two minutes of the second half. Substitutions are made at the first break in action nearest the 5-minute mark of the half and each 5-minute interval thereafter. At each break the bench is cleared so that no player sits more than five consecutive minutes. Each player must sit at least 5 minutes each half unless there are only six players in attendance. In that case, some players may not get 5 minutes of rest each half. The clock will stop momentarily to allow substitutions and will resume at the discretion of the officials.
2. There are no restrictions on frontcourt or backcourt defense. However, for the sixth-grade boys only, once a team achieves a 15-point lead, it may no longer apply backcourt defense until the lead is reduced to single digits.
3. In the last two minutes of any game in which one team leads by 20 points or more, the clock will run continuously to the end of regulation.
4. For tournament games only, additional two-minute overtime periods will replace "sudden death" if the score remains tied. One time-out per team per overtime.