

Basketball

~~To facilitate even competition, the NVAA will reorganize all grade levels with 8 or more teams during the holiday break. Reorganization of teams will be based upon the following factors:~~

- ~~1) Win Percentage~~
- ~~2) Average Point Differential~~
- ~~3) Average Points Against~~

A. Equipment

1. Game Ball

- Shall be made of leather or synthetic material.
- Shall be provided by the hosting chapter.
- Shall be 27.5" for 3rd grade boys and girls teams
- Shall be 28.5" for 4th-6th grade boys and girls teams
- Host site will provide a minimum of 4 basketballs per team for each game. See Rule 7 below.

2. Basket Height

- Basket height shall be set to 10'.

3. Court Size

- Court size may vary depending on each facility.
- Size of court shall be:
3rd-4th Auxiliary or regulation size gym
5th 6th Regulation size gym

4. Free Throw Line

- Distance of free throw line shall be
3rd-4th 12'
5th-6th 15' – regulation

5. Jerseys

- Numbers may be duplicated and must be 6" tall on back of jersey.

6. Footwear

- All players must wear athletic shoes.
- NO HARD SOLE SHOES OR SHOES THAT LEAVE MARKS ARE ALLOWED ON ANY PLAYING OR PRACTICING FACILITY GYM FLOOR.

7. Outdoor Ball Policy

- No outside basketballs are allowed for league play.

B. Timing Rules

1. Forfeit Time

- Shall be ten minutes after the scheduled game time.
- A team must have at least three players present at forfeit time, or the game will be declared a forfeit.
- If both teams fail to show, a forfeit shall be declared for both teams.

2. Regulation

- The game shall be divided into 2, 20-minute halves.
- At the 1-minute mark in the 2nd half of a game: If the score differential is 10 points or less, the clock shall stop when the ball becomes dead for the remainder of the game. If the score differential is 11 points or more, the clock will continue to run when the ball becomes dead for the remainder of the game.

3. Time Outs/Halftime

- The game clock will stop for all time outs.
- Team time out may be requested by a player or a coach of a team.
 - 2, 1-minute time outs per half
 - Do not carry over from 1st half to 2nd half or from regulation time to any overtime period.
- Official's time out
 - Officials may call a time out due to a player injury or any other reason.
 - May be if necessary and are unrestricted in length.
 - Game clock will be stopped on all official's time outs.
- Halftime will be a maximum of 3 minutes.

C. Playing Rules

1. Player Participation

- Every player must participate in half of each game.
Note: It is not the intent of the NVAA to have parents or coaches "counting minutes" of playing times for players. Coaches should try as best as possible to play every player in half of every game, if they attend practice.

To provide youth participants, the opportunity to learn and play recreational youth sports for enjoyment, learning experience, and athletic growth.

2. Players to Finish Game

- A team must be able to finish the game with a minimum of 3 eligible players.

3. Substitutions

- When another player of their team replaces a player, they must report to the score table and wait to be motioned in by an official.

4. Fouls & Player Disqualification

- All fouls count toward a team's 7th and 10th team fouls. All fouls committed by a player also count toward a player's five (5) fouls. High school rules apply to all divisions.
 - a. Common foul: a foul committed by an opponent (example: holding, pushing, etc.)
 - b. Shooting foul: a foul committed on a player in the act of shooting
 - c. Intentional foul: a foul deliberately committed on an opponent
 - d. Team foul: all fouls committed are also called team fouls
 - e. Technical foul: any un-sportsmanlike foul or flagrant foul committed by a player, coach, or bench personnel
Penalty shall be:
3rd/4th High school rule + player must sit out 2 minutes
5th/6th High school rule
 - f. Disqualified player: also known as 'fouled out'

5. Free Throws

- High school rules apply to all divisions.
 - a. Shooting free throw: awarded to a player that was fouled in the act of shooting
 - b. Bonus free throw: awarded to a player when the opposing team has reached 7th team foul
 - c. Double bonus free throw: awarded to a player when the opposing team has reached its 10th team foul
 - d. Technical foul free throw: awarded to a team after a technical foul

6. Scoring

- Free throw: 1 point
- Field goal: 2 points
- 3-point goal: 3 points (only where marked)

7. Mercy Rule

- a. If at any time the score differential is thirty (30) points, the scoreboards will be turned off.
- b. The final score will be recorded as the score at the time of the scoreboard being turned off.
- c. The team leading by 30 points may no longer double team in any part of the court for the remainder of the game.
 - Violation of this rule will result in a team foul.
- d. The team leading by 30 points may no longer run fast breaks after changes of possession.
 - Violation of this rule will result in a team foul and possession will be awarded to the opposing team.

8. Defense

- a. In all instances except for fast breaks, no defense can be played until the ball is moved past the half-court line (for "fast break" definition, see **9. Offense**)
- b. Man-to-man: where each player guards 1 player from the opposing team
 - 3rd-6th Allowed after half-court line
- c. Zone: where a team defends an area instead of individual players
 - 3rd-6th Allowed after half-court line
- d. Full court: where a team is allowed to play defense in the backcourt
 - 3rd-6th Not allowed
- e. Double teaming: aid of another player in guarding an opponent.
 - 3rd-6th Allowed after half-court line
- f. Stealing: defensive team takes possession of the ball away from the offensive team
- g. Blocking a shot attempt: a player stops the shot attempt from the shooting player

9. Offense

- Fast break: a team that has possession of the ball does not hesitate to try to score on an opponent
- Lane violation: a violation committed by an offensive player
 - 3rd/4th 5 seconds
 - 5th/6th 3 seconds

D. Misconduct

1. Ejected Player

- A player may be ejected for an un-sportsmanlike act toward anyone or for committing a flagrant foul against another player.
- An ejected player must leave the gymnasium immediately in addition to a 1-game suspension in the next NVAA game.

2. Ejected Coach

- A coach may be ejected for an un-sportsmanlike act toward anyone or for receiving two technical fouls.
- An ejected coach must leave the gymnasium immediately in addition to a 1-game suspension in next NVAA game.