

GAYAA BASKETBALL RULES

ALL DIVISIONS Rules

A. Home Team

1. The home team will provide a properly inflated game ball.
2. The home team will choose which bench they will occupy. Each team will warm up and play offense at the basket opposite their bench for the first half. Teams will defend the basket in front of their bench in the first half.

B. Scorebook and Scorekeeping

1. Both teams must provide a scorebook and scorekeeper during each game. If a parent does not agree to keep the scorebook, the assistant coach must keep the scorebook. In the event that no assistant coach or parent volunteers, the coach must keep the scorebook.
2. Divisions with paid clock keepers: If the paid clock keeper is not present at game time, the visiting team must provide a clock keeper. Visiting teams always should be prepared to run the game clock in the event this happens.
3. All scorekeepers must sit at the scorer's table. Scorekeepers must remain quiet during the game, unless a need arises to inform the game officials of an issue, etc. Scorekeepers cannot coach or address players or officials while play is in progress. Warnings will be issued when a complaint is received regarding a scorekeeper who keeps addressing the players/officials. Repeated offenses will result in the dismissal of that person in his/her capacity as scorekeeper for the remainder of the season.
4. Both teams' scorebooks will be considered the "official book of record" by the League. Game referees may choose to determine one book as the official scorebook during game play; however, the League will give equal weight to both scorebooks for game outcome or issues.
5. Both teams are expected to track and complete the following during all games:
 - a. Possession – at the beginning of each quarter and all jump balls
 - b. Playing time requirements – should be tracked by marking the boxes corresponding to the actual substitution periods (1-8) played. For example, if a player starts the game, plays in the last sub period of the 1st half and the first and third sub periods of the 2nd half, boxes 1, 4, 5 and 7 should be marked in the scorebook.
 - c. Team time outs
 - d. Official Score
 - e. Substitutions
 - f. Post game signatures
6. At the conclusion of each game, the playing time column and final score should be completed in pen. If these columns are not completed in pen, the scorebook may not be given equal weight and consideration to the other team's scorebook for determination of the official score and playing time violations.
7. Coaches should attempt to obtain the names of the game referees and print those names in each team's scorebook.
8. Coaches and referees must sign BOTH BOOKS upon conclusion of each game once they have checked the playing time column and final score. Signatures should be in pen. If known at the time, any discrepancies or protests should be noted immediately at the bottom of both books and initialed by the coaches (this does not concede agreement of the discrepancies, but simply acknowledgement).
9. Scorebook issues must be immediately reported to the Commissioner of that Division.

C. Playing Time

1. Player Substitutions: The League strongly encourages coaches to have players check in at the scorer's table at the beginning of EACH substitution period to ensure that scorebooks accurately reflect playing time. However, coaches should have their playing rotations ready ahead of time so that the next rotation of players can move to the scorer's table right away. Substitutions are NOT permitted to be used as a time out – players who have already reported to the scorer's table must immediately take the floor for resumption of play. Referees will be instructed to allow score table reporting and to provide the time necessary for a smooth and efficient substitution transition.
2. Late-Arriving Players: A coach IS NOT required to play any player who arrives after tip-off. Coaches should not make this decision arbitrarily and should permit all players to participate unless there are extenuating circumstances (for example, repeated late arrivals without advanced notice and after warnings from the coach to the player and parents). However, if a late-arriving player is permitted to play in the game, the following rules apply:

- A player that arrives after tip-off in the first quarter may not play at all in the first quarter and then can only play three of the remaining substitution periods.
- A player that arrives after the second quarter has started (or at halftime) may not play at all in the second quarter and then can only play two of the remaining substitution periods.
- A player that arrives after play begins in the second half is ineligible to play in that game.

A player who has checked-in with the scorer's table or who is on the team bench prior to tip-off will be considered to be present at the start of a scheduled game for playing time purposes. Check-in must occur in the gym and visually confirmed by the opposing team's scorekeeper or coach or by a game referee or league official. As an example, a player that is "in the parking lot" or "changing clothes in the bathroom" at tip-off will not be considered present at the start of the game unless that player has "checked-in" prior to tip-off.

All late-arriving players MUST check-in with the scorer's table upon arrival, with verification from both teams' scorekeepers, to establish playing time eligibility. Both teams' scorekeepers and coaches should verbally agree to the number of available playing time rotations for the late-arriving player.

3. Players Departing Early: A player that leaves a game early (whether or not the player informed his/her coach or the opposing coach) is eligible and permitted to play all of his/her rotations before he/she leaves the game. For example, a player who arrives on time and leaves the game at halftime may play all four of his/her eligible rotations in the first two quarters of the game.
A coach that is aware that a player is leaving early should attempt to play that player in at least one rotation for every quarter for which the player is present. So, if a player is leaving after the third quarter, the coach should try to play the player in at least three rotations. The coach should notify the opposing coach and the scorekeepers of an early departure.
4. Playing time rules **DO NOT** apply to overtime(s). Free substitution will be allowed during overtime when play is stopped. Players must check in at the scorer's table to enter the game.
5. It is solely the head coach's responsibility to monitor the playing time of his/her players during the game.
6. Playing time requirements shall be monitored by **both** teams' scorekeepers. Score may only be kept in the League-provided scorebook. In the event a coach forgets his/her scorebook, the coach must ask for a page from the opposing coach's book. Replacement books can be obtained from your Commissioner.
7. Playing time requirements are determined by the number of times a player **STARTS** a substitution period.
 - Example 1: A player starts a period, but is injured after only 20 seconds, and is replaced by Player B. Player A cannot start an extra period to "make up for" the time lost. Player A may, however, come back in that same substitution period (for the player who replaced him/her – Player B) after reporting back to the scorer's table and on the next dead ball. Player A is credited for play in that substitution period. Player B, however, is not credited for play in that substitution period.
 - Example 2: Player A is injured after 1:00 of play. Player B comes in for Player A and completes that substitution period. That period is only recorded under Player A's playing time requirements.
8. All players must play a minimum of ½ of each game, but are subject to the playing time requirements below for the number of roster players at the start of the game (must be adjusted for remainder of game if a player arrives late):
 - i. **5 or 10 roster players** = all have equal playing time
 - ii. **9 roster players** = 4 players play 5 periods, 5 players play 4
 - iii. **8 roster players** = 8 players play 5 periods
 - iv. **7 roster players** = 5 players play 6, 2 players play 5
 - v. **6 roster players** = 4 players play 7, 2 players play 6
 - as long as playing time requirements are met, a coach may play players in any order he/she decides
 - a late arriving player cannot play more periods than any other player
9. If, upon the conclusion of the game, a team has not met the playing time requirement, the infraction **MUST** be reported to the League. The League Commissioner, in conjunction with the Director of Basketball, will determine if a forfeit is warranted.
10. A second infraction of the playing time requirement may result in the dismissal of the offending coach from the League. The Director of Basketball will decide whether the dismissal is warranted and, once the decision is made, it will be final.
11. If a playing time infraction is noted during a game, play should immediately be stopped and the infraction addressed at the scorer's table. If a correction is deemed necessary, it should be made immediately and play resumes. If both coaches/scorekeepers still disagree, the discrepancy should be noted in both books and play resumes.

12. In the event of a playing time infraction and play is stopped, all coaches should remain calm and mindful of their conduct. The Playing time rules are in place to ensure fairness for all players in the League, and these infractions are often made by mistake. Belligerent conduct by a coach, parent or player during this stopped play will result in a one game suspension.
13. Division Commissioners and other League officials are required to report all playing time infractions, regardless of a stopped game or protest by a coach. In most cases, the League official will stop the game and/or notify the offending coach when a possible violation is observed during play, so the official can correct the mistake and avoid a potential forfeit. This is done to help both teams, reduce the number of infractions and eliminate conflict.
14. Teams must have five players present by five minutes after the scheduled game start time to start the game. A game may not start with less than five players and will ultimately result in forfeit. **If a game starts with the required number of players on a team and multiple players foul out on that team during a game, the game may be completed with one team having less than five players on the floor.**

D. Substitutions

1. Substitutions shall be made only at the beginning and midpoint of the quarter, unless a player is injured. All substitution periods will be determined by an official's whistle or time running out. A clock keeper cannot use the buzzer to indicate a substitution change, nor can a coach come onto the court to signal a referee to make a substitution.
2. All substitutions, even for an injury, must be reported to the scorer's table for official scorebook entry. Officials also should be notified as necessary. Injured players may be substituted back into the game at a dead ball only.
3. Injured players are not required to come out of the game even if the coach comes onto the court. However, in allowing officials to maintain control of the game, coaches should try to wait for the referee to wave them onto the court.
4. The clock should be stopped at the substitution time, but play will continue until the next dead ball (i.e., until the official blows the whistle and calls for substitutions). The clock should be reset to the appropriate start time if the clock was not stopped and continued to run past the appropriate substitution time. For example, with six minute quarters, substitutions were called at a dead ball with the clock showing 2:43 left in the quarter. Substitutions should be made and the clock reset to 3:00 to allow all players equal playing time. Play then resumes.
5. Free substitution may only be made in overtime periods and only when play has stopped. All substitutions must still report to the scorer's table.
6. Free substitution during regulation play is not allowed under any circumstance. All other subs will be considered illegal, and subject to a technical foul.
7. When an illegal substitution is suspected, notification must be made to the officials immediately and play stopped to rectify before the game can continue. The illegally substituted player must leave the game at that time.
8. Upon conclusion of the game, all substitution infractions must be reported to the Division Commissioner. The Division Commissioner, together with the Director of Basketball, will determine if a forfeit is warranted.
9. A second infraction of the substitution rule may result in the dismissal of the offending coach. The Director of Basketball will decide whether the dismissal is warranted and, once the decision is made, it will be final.

E. Protests

1. A coach that intends to protest the result of a game should note such intent in his/her scorebook and attempt to inform the opposing coach of his/her intention to protest the game by the conclusion of the game, if possible.
2. The protesting coach shall attempt, verbally or in writing, to notify the Division Commissioner within 24 hours of the conclusion of the protested game.
3. A formal protest must be made in writing and submitted to the Division Commissioner within forty-eight hours of the conclusion of the protested game. The Division Commissioner will notify the Director of Basketball that a formal protest has been filed. The Division Commissioner and the Director of Basketball will rule on the protest. Both coaches will be notified of the ruling in writing.
4. All protest decisions are made based upon information provided by both coaches and any Operations Committee members or witnesses available. Protest decisions made by the Division Commissioner and Director of Basketball are final.

F. Technical Fouls/Suspensions - Coaches

1. **Seatbelt Rule:** If any coach receives a technical foul, all coaches for the team must remain seated for the rest of the game except during timeouts.
2. All technical fouls must to be reported to the Division Commissioner within 24 hours by both coaches. Disciplinary action (censure, suspension or expulsion) will only be taken if conduct/reason is deemed extreme or the individual continues to receive technical fouls throughout the season.
3. Any coach receiving a second technical foul in a game shall be ejected from that game.

4. Any coach who receives a cumulative total of 3 technical fouls for any reason throughout the season will be suspended for one game. They will not be able to attend all practices prior to that game. Any subsequent technical fouls received after the suspension will be reviewed for further disciplinary action including and up to removal from coaching the team.
5. It is the responsibility of the ejected coach to notify his/her Division Commissioner and the Director of Basketball of the ejection in writing by e-mail within twenty-four hours of the completion of the game.
6. The ejection of a coach will result in an automatic suspension from his/her team's next game and all practices scheduled prior to that game.
7. Failure to report an ejection to the Director of Basketball within 24 hours of the end of a game shall result in an additional suspension from practice and from one additional game.
8. If the ejection occurs during the final game of the season, the suspension will be carried over to the next season. The suspension will be implemented during the first game of the season and during any practices occurring the week prior to the first game of the season.
9. A second ejection will result in the dismissal of the offending coach from the League.
10. Suspensions may not be appealed.

G. Officials

1. No coach, under any circumstances, shall make contact with or engage in an inappropriate exchange with a game official. Failure to comply will result in the immediate dismissal from the League.
2. All officiating issues, questions or concerns shall be directed to the Division Commissioner. Commissioners will work with the Director of Officials and Director of Basketball in addressing these concerns.

H. Technical Fouls/Suspensions - Players

1. Any player receiving a second technical foul in a game will be ejected from that game.
2. Any player who receives a cumulative total of 3 technical fouls for any reason throughout the season will be suspended for one game. They will not be able to attend all practices prior to that game. Any subsequent technical fouls received after the suspension will be reviewed for further disciplinary action including and up to removal from playing on the team.
3. Any player who participates in a fight before, during or after a game will be ejected from the game. A second infraction will result in dismissal of the player from the team and the League.
4. It is the responsibility of the ejected player's coach to notify the Division Commissioner and the Director of Basketball of the ejection.
5. Failure to report an ejection to the Director of Basketball within 24 hours of the end of a game shall result in an additional suspension from practice and from one additional game.
6. The ejection of a player will result in an automatic suspension from his/her team's next game and from all practices scheduled prior to that game.
7. If the ejection occurs during the final game of the season, the suspension will be carried over to the next season. The suspension will be implemented during the first game of the season and during any practices occurring the week prior to the first game of the season.
8. A second ejection will result in the dismissal of the offending player from the League.
9. Suspensions may not be appealed.

I. Uniform Rules

1. Any player wearing a shirt under her/his uniform should wear a shirt of the same color as the uniform or a white shirt. If the shirt does not match (or is not white), the official may require the removal of the shirt. No player may participate in a game without wearing the League-issued jersey.
2. Players must wear the League-issued jersey and should wear black athletic shorts
3. If lost, a replacement jersey may be purchased by the player/parent for \$25. If a parent orders the wrong size jersey during registration, or does not specify a size, they can purchase a replacement jersey for \$25.

J. Game Rules

1. Each team will be allowed four (4) one minute timeouts per game. One additional timeout will be awarded to each team per overtime period. Any timeouts remaining from regulation play may also be used during overtime.
2. Each team must have an official scorer seated at the scorer's table. The official scorer may not sit on the team's bench.
3. Any player assessed five (5) fouls will foul out of the game. A technical foul shall count as an individual and as a team foul.

4. A one-and-one foul shot will be awarded after the seventh team foul in a half. Free throws are not awarded for player control or team control fouls. However, all fouls count towards the seven fouls needed to reach the bonus and the ten fouls needed to reach the double bonus. Two foul shots will be awarded after the tenth team foul and after every subsequent foul in each half of the game. Second half team fouls will carry over into overtime.
5. There will be a five minute halftime each game, regardless of whether or not the game started past its scheduled start time.
6. One three (3) minute overtime period will be played if a regular season game is tied at the end of regulation play. A jump ball will start any overtime period. Any regular season game tied at the end of overtime play will result in a tie in the League standings.
 - **NOTE** - Playoff games ONLY: Three minute overtime periods will be played until a winner is determined.
7. No coach or assistant coach shall sit on the opposing bench or behind the opposing team's bench.
8. Dunking is not allowed in any Division. If a player dunks, or attempts to dunk, a technical foul will be called. Repeated offenses may call for dismissal of that player from the League.

K. Rosters

1. Players may be assigned to teams without full rosters after the season begins. Assignments will be made by the Director of Basketball. The League does not accommodate player requests to be placed on a specific team (except in the Instructional Division).

L. Coaches

1. GAYAA and the League may require background investigations of head coaches & assistant coaches before the coach is permitted to work with his/her team.
2. Only the head coach and one assistant coach may sit on the bench during a game.
3. Assistant Coaches: Assistant coaches, who may include any person assisting the head coach during games or practices, are permitted to serve in such capacity at the discretion of the head coach but are not required by the League. Code of Conduct violations and/or complaints against an assistant coach (or other volunteer or assistant) may result in immediate suspension or dismissal of that coach or volunteer. The Division Commissioner, Chairman of Coaches, and Director of Basketball will review and decide the disposition of a complaint or violation on a case-by-case basis.
4. Only one coach is allowed to stand during the course of play. Any other coach must remain seated, except during timeouts. The first violation of this rule will result in a warning. The second violation of this rule will result in a technical foul.
5. The winning coach of each game is required to load the score into the system and both coaches must notify the Division Commissioner.
6. The head coach of each team is responsible for reporting game results to the Division Commissioner by e-mail or text as soon as practicable after the completion of the game, but no later than the Sunday evening following the game. Commissioners will report all game results in his/her Division for that week to the Director of Basketball as soon as practicable after games are completed for the week, but no later than noon on Monday. Division scores and standings will be updated once all scores from that Division are received.
7. All coaches are responsible for the actions of their players, assistant coaches and parents. Division Commissioners will address all complaints with the coach first. If that coach addresses the offending parent/player but continues to have issues, the coach may ask his/her Commissioner to assist with the situation. No coach, parent, player or fan is exempt from the GAYAA Code of Conduct, and will be held to the standards within.

M. Facility Use

1. **NO FOOD OR DRINK IN THE GYMS AT ANY TIME**. Coaches are responsible for enforcing this rule with his/her team's players, parents, and fans. Snacks should be handled outside of the gym. Misuse of gyms may result in forfeits of practice days and locations and, in extreme circumstances, could result in the forfeit of a game. If the Basketball Operations Committee cannot determine which team has committed an infraction, all teams present at the time of the infraction will receive a warning of potential sanctions.
2. If a second complaint of gym misuse (this includes food and drink violations) is received by the Basketball Operations Committee, the team(s) involved will lose its practice for a period of one week and will forfeit any games scheduled in the gym at issue for a period of one week following the incident. Any practices or games forfeited during this period will not be rescheduled.
3. If damage is caused to any school or county property by a player or family member, the player and his/her family member and parents may be held financially responsible for the damage.

N. Other

1. All issues, questions and/or complaints shall be addressed to the appropriate Division Commissioner. The Commissioner will advise and decide if further action needs to be taken and will notify the Director of Basketball as appropriate

GIRLS 8-9's, BOYS 8's and BOYS 9's Divisions Rules

GAYAA "All Division Rules" apply with the following exceptions/modifications:

1. Each game will consist of four (4) six-minute quarters. The clock will stop per official basketball rules. Substitutions will be allowed half way through each quarter and at the end of each quarter.
2. Full-court pressure is not allowed at any time in this Division.
3. When the defensive team gains possession of the ball via a rebound or a steal, the opposing team must retreat to their defensive half court. Possession occurs when a player has two hands on the ball. The ball cannot be swatted or knocked out of the offensive player's hands in the backcourt.
4. Free throws will be taken from a spot 13 feet out or 2 feet inside the regulation foul line. There will be no violation called by the referee if the shooter touches or crosses this modified foul line while attempting the free throw. The shooter cannot, however, gain a rebounding advantage by moving forward following a free throw. The referee may, in his or her discretion, determine a lane violation has occurred in such a situation.
5. If a team reaches a lead of 20 points or more, the leading team must bring its defense inside the three-point arc.
6. Three point baskets will be allowed for the entire game -- both feet must be behind the three point arc upon the release of the ball.
7. A regulation women's basketball (28.5") will be used
8. All games will be played at a regulation 10 foot rim.

GIRLS 10-11's and BOYS 10-11's Divisions Rules

GAYAA "All Division Rules" apply with the following exceptions/modifications:

1. Each game will consist of four (4) six-minute quarters. The clock will stop per official basketball rules. Substitutions will be allowed half way through quarter and at the end of each quarter.
2. Full-court pressure is only allowed in the final quarter of regulation (and in all of any overtime.)
3. When the defensive team gains possession of the ball via a rebound or a steal, the opposing team must retreat to their defensive half court (except in the final quarter of regulation and in overtime). Possession occurs when a player has two hands on the ball. The ball cannot be swatted or knocked out of the offensive player's hands in the backcourt.
4. Free throws will be taken from the regulation foul line. There will be no violation called by the referee if the shooter touches or crosses the foul line while attempting the free throw. The shooter cannot, however, gain a rebounding advantage by moving forward following a free throw. The referee may, in his or her discretion, determine a lane violation has occurred in such a situation.
5. If a team reaches a lead of 20 points or more, the leading team must bring its defense inside the three-point arc.
6. Three point baskets will be allowed for the entire game -- both feet must be behind the three point arc upon the release of the ball.
7. A regulation women's basketball (28.5") will be used
8. All games will be played at a regulation 10 foot rim.

GIRLS 12-14's Division Rules

GAYAA "All Division Rules" apply with the following exceptions/modifications:

1. Each game will consist of four (4) six-minute quarters. The clock will stop per official basketball rules. Substitutions will be allowed half way through each quarter and at the end of each quarter.
2. Full-court pressure is allowed in the entire second half (and in all of any overtime).
3. When the defensive team gains possession of the ball via a rebound or a steal, the opposing team must retreat to their defensive half court during the first half of play. Possession occurs when a player has two hands on the ball. The ball cannot be swatted or knocked out of the offensive player's hands in the backcourt.
4. Free throws will be taken from the regulation foul line with violations being enforced by the referee.
5. If a team reaches a lead of 20 points or more, the leading team must bring its defense inside the three-point arc.
6. Three point baskets will be allowed for the entire game -- both feet must be behind the three point arc upon the release of the ball.
7. A regulation women's basketball (28.5") will be used
8. All games will be played at a regulation 10 foot rim.

BOYS 12's - 13's Divisions Rules

GAYAA "All Division Rules" apply with the following exceptions/modifications:

1. Each game will consist of four (4) six-minute quarters. The clock will stop per official basketball rules. Substitutions will be allowed half way through each quarter and at the end of each quarter.
2. Full-court pressure is allowed in the entire second half (and in all of any overtime).
3. When the defensive team gains possession of the ball via a rebound or a steal, the opposing team must retreat to their defensive half court during the first half of play. Possession occurs when a player has two hands on the ball. The ball cannot be swatted or knocked out of the offensive player's hands in the backcourt.
4. Free throws will be taken from the regulation foul line with violations being enforced by the referee.
5. If a team reaches a lead of 20 points or more, the leading team must bring its defense inside the three-point arc.
6. Three point baskets will be allowed for the entire game -- both feet must be behind the three point arc upon the release of the ball.
7. A regulation men's basketball (29.5") will be used
8. All games will be played at a regulation 10 foot rim.

BOYS SR. 14's, BOYS SR. 15's and BOYS SR. 16-18's Divisions Rules

GAYAA "All Division Rules" apply with the following exceptions/modifications:

1. Each game will consist of four (4) seven-minute quarters. The clock will stop per official basketball rules. Substitutions will be allowed half way through each quarter and at the end of each quarter.
2. Full-court pressure is allowed in the entire game.
3. Free throws will be taken from the regulation foul line with violations being enforced by the referee.
4. If a team reaches a lead of 20 points or more, the leading team may no longer apply the full court press.
5. Three point baskets will be allowed for the entire game -- both feet must be behind the three point arc upon the release of the ball.
6. A regulation men's basketball (29.5") will be used
7. All games will be played at a regulation 10 foot rim.