

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 overtimes and sudden death periods any eligible player may start. Overtimes 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. Bonus free throws begin on the seventh foul of each half. Two shots on the tenth team foul per half.
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

Third & Fourth Grade Boys & Girls Leagues

1. Coaches are permitted one minute for player match-ups 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. Three minutes for halftime. Two-minute overtime with running clock that stops during the last 30 seconds. 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.
3. All players must play a minimum of one full quarter each half. No player may play more than one quarter 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 which is 12 feet.
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 5 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 or "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 8 feet.

Fifth Grade Boys & Girls Leagues

1. Each team will have all players on the team 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.
2. Games consist of two 20-minute halves. 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 should 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.
3. Free throw line is 12 feet.
4. Zone defenses are prohibited. Man-to-man defense only. Defensive players must be within 5 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 or "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.

Grades 6-12 Boys & Girls Leagues

1. Games consist of two 20-minute halves. 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 should 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.

Basic Basketball Terms

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| Airborne Shooter | An airborne shooter is a player who has released the ball on a try for goal and has not returned to the floor. |
| Basket | Teams try to score in the basket furthest from their bench in the first half. Teams shall change baskets for the second half. |
| Closely Guarded | A player is closely guarded when they are in control of the ball in the frontcourt and are continuously guarded by any opponent who is within <u>six</u> feet of the player who is holding or dribbling the ball. |
| Disqualified Player | A disqualified player is one who is barred from further participation for committing five personal fouls, two technical fouls, or a flagrant foul. |
| Dribble | A dribble is ball movement caused by a player in control who bats or pushes the ball to the floor once or several times. A player can never be called for a traveling violation while dribbling. |
| Fumble | A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp. A player can never be called for a traveling violation while fumbling. |
| Held Ball | A held ball occurs when opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness. It also occurs when opponents place hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a shot. |
| Incidental Contact | Incidental contact is contact with an opponent which is permitted and does not constitute a foul. |
| Interrupted Dribble | An interrupted dribble is when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. |
| Legal Guarding Position | To obtain an initial legal guarding position, a defender must have both feet on the floor and the front of the guard's torso must be facing the opponent. |
| Jump Ball | The method of putting the ball into play to start the game and each extra period. |
| Kicking the Ball | Kicking the ball is <u>intentionally</u> striking it with any part of the leg or foot. |
| Key | The key is the area of the court between the end line and the foul line. It is commonly referred to as the paint. |
| Pivot | A pivot occurs when a player who is holding the ball steps once or more than once, in any direction with the same foot while the other foot, called the pivot foot, is kept at its point of contact with the floor. |
| Possession Arrow | The possession arrow is a device located at the scorer's table which is used to indicate the direction of a team's basket for the alternating-possession procedure. |
| Screen | A screen is a legal action by a player who, without causing contact, delays or prevents an opponent from reaching a desired position. |
| Throw-in | A throw-in is a method of putting the ball in play from out of bounds. |
| Traveling | Traveling is moving a foot or feet in any direction more than prescribed limits while holding the ball. |
| Violation | A violation is a type of rules infraction. |

Violations

Out of Bounds A player shall not cause the ball to go out of bounds.

Traveling A player shall not travel with the ball.

A player who catches the ball with both feet on the floor, may pivot, using either foot. When one foot is lifted, the other foot becomes the pivot foot.

A player who catches the ball while moving/dribbling, may stop and establish a pivot foot.

After coming to a stop and establishing a pivot foot, the pivot foot may be lifted but not returned to the floor before the ball is released. The pivot foot may not be lifted before the ball is released to start a dribble.

A player holding the ball may not touch the floor with a knee or any other part of the body other than hand or foot.

A player holding the ball after gaining control while on the floor may not attempt to get up or stand.

Kicking A player shall not intentionally kick the ball.

Illegal Dribble A player shall not dribble a second time after the first dribble has ended.

Three Seconds A player shall not remain in the key for three seconds while his/her team is in control of the ball in the frontcourt.

Allowance shall be made for a player who, having been in the key for less than three seconds, dribbles in or moves immediately to try for goal.

DYA Exception: In 3rd & 4th Grade leagues, the rule is five seconds.

Ten Seconds A player/team shall not be in continuous control of a ball which is in their backcourt for ten seconds.

Closely Guarded A player shall not while closely guarded in the frontcourt hold the ball or dribble for five seconds.

Backcourt A player shall not be the first to touch the ball in the backcourt after it has been in their team control in the frontcourt if a member of his/her team last touched the ball in the frontcourt before it went to the backcourt.

Excessive Swinging of Arms/Elbows A player shall not excessively swing his/her arm(s) or elbow(s) without contacting an opponent.

PENALTY: The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation.

Fouls

- Personal Foul** A personal foul is a player foul which involves illegal contact with an opponent while the ball is live. A player is disqualified after receiving five personal fouls.
- Intentional Foul** An intentional foul is a personal or technical foul which takes away an opponent's obvious advantageous position. Contact made when not making a legitimate attempt to play the ball shall be intentional. A foul shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.
- Flagrant Foul** A flagrant foul may be a personal or technical foul of a violent or savage nature. Any contact which is extreme, persistent, vulgar, or abusive is flagrant. Fighting is a flagrant act. A flagrant foul will result in player ejection.
- Player Technical Foul** A player can be charged with a technical foul when disrespectfully addressing or contacting an official, baiting or taunting opponents, using obscene language, or fighting.
- Bench Technical** The head coach is responsible for his/her own behavior, as well as all other bench personnel. Bench personnel are not permitted to disrespectfully address officials, attempt to influence officials' decisions, use obscene language, incite undesirable crowd reactions, or object to an official's decision by rising from the bench.
- Player-Control Foul** A player-control foul is a common foul committed by a player while he/she is in control of the ball or by an airborne shooter.
- Team-Control Foul** A team-control foul is a common foul committed by a member of the team that has control.
- Double Foul** A double personal foul is where two opponents commit personal fouls against each other at approximately the same time. Following double fouls, the ball is put back into play at the point of interruption.
- Team Foul** A team foul is any personal foul or technical foul which is charged to either team. All team fouls are counted to reach bonus free throws.
- Blocking** Blocking is illegal contact which impedes the progress of an opponent.
- Charging** Charging is illegal contact caused by pushing or moving into an opponent's torso.
- Holding** Holding is illegal contact which interferes with an opponent's freedom of movement.
- Guarding** Guarding is legally placing the body in the path of an offensive opponent. Every player is entitled to a spot on the playing court provided they get there first without illegally contacting an opponent.
- Screen** To establish a legal screening position, the screener may face any direction and must be stationary, except when moving in the same direction/path as the opponent. The screener must stay within his/her vertical plane with a stance approximately shoulder width apart.

Alternating Possession

In all held-ball situations, teams will alternate taking the ball out of bounds for a throw-in.

Every period that does not begin with a jump ball, it begins with a throw-in at the division line opposite the scorer's table.

Note: It does not make any difference which team had the ball at the end of a period.

Alternating-possession throw-ins are from the out-of-bounds spot nearest to where the ball was located.

An alternating-possession throw-in should result when:

1. a held ball occurs.
2. a live ball lodges between the backboard and the ring.
3. the ball is simultaneously touched by both teams causing the ball to go out of bounds.

The direction of the possession arrow is reversed once an alternating-possession throw-in ends which is when:

1. the passed ball is legally touched.
2. the throw-in team commits a throw-in violation.

The arrow does not change directions if before the throw-in ends:

1. either team commits a foul.
2. the defense commits a violation such as kicking the ball or reaching over the throw-in plane.

Possession Arrow

The possession arrow is displayed on the scoreboard and points to the team who will receive the next alternating-possession throw-in.

If there is a possession arrow on the scorer's table, the arrow points the direction that the team is going who is to receive the next alternating-possession throw-in.

When the arrow is physically located on the scorer's table:

1. The arrow does not necessarily point to the bench of the team to receive the throw-in.
2. Remember to switch the arrow during halftime since teams will be shooting at different baskets in the second half.

Basketball Rules - Myths

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| 1. | MYTH: A defensive player must be stationary to take a charge. | RULE: Once a defensive player has obtained legal guarding position, the defensive player may always move to maintain that guarding position and may even have one or both feet off the floor when contact occurs with the offensive player. A defensive player does not have to remain stationary to take a charge. A defender may turn away or duck to absorb contact. If the defender is moving forward, then the contact is caused by the defender, which is a blocking foul. |
| 2. | MYTH: A dribble that bounces above the dribbler's head is illegal. | RULE: There is no restriction as to how high a player may bounce the ball, provided the ball does not come to rest in the player's hand. |
| 3. | MYTH: "Reaching in" is a foul. | RULE: Reaching in is not a foul. The term is nowhere to be found in the rules. Why? There must be contact to have a foul. The mere act of "reaching in," by itself, is nothing. If contact does occur, it is a foul. |
| 4. | MYTH: "Over the back" is a foul. | RULE: There must be contact to have a foul. Coaches yell for over the back fouls when their shorter player has seemingly better inside rebounding position and the ball is grabbed by a taller opponent from behind. Penalize illegal contact, don't penalize a player for being tall. |
| 5. | MYTH: If it looks funny, it must be traveling. | RULE: The traveling rule is one of the most misunderstood in basketball. A player cannot travel unless that player has control of a live ball. A bobble or fumble is not control of the ball; therefore, it cannot be traveling. If you immediately identify the pivot foot when a player receives the ball, you're well on your way to judging traveling correctly. |
| 6. | MYTH: After a player has ended a dribble and fumbled the ball, that player may not recover it. | RULE: A dribble ends when the dribbler catches the ball with one or both hands or simultaneously touches the ball with both hands. A fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp. It is always legal to recover a fumble. The rules do not penalize clumsiness. Any steps taken during the recovery of a fumble are not traveling, regardless of how far the ball goes and the amount of advantage that is gained. |
| 7. | MYTH: The top of the backboard is out of bounds. | RULE: The front, top, sides, and bottom of the backboard are all in play. It is a violation if the ball passes over the top of a rectangular backboard. The back of a backboard is out of bounds as well as any supporting structures or wires. |
| 8. | MYTH: It is traveling when a player dives for a loose ball and, after gaining control, slides across the floor. | RULE: A player may slide on the floor while trying to secure a loose ball until that player's momentum stops, regardless of how far they slide. A violation would occur if the player rolls over instead of slides after gaining control of a loose ball. |
| 9. | MYTH: A shooter cannot recover their own airball. | RULE: The shooter may retrieve his or her own airball if the referee considers it to be a shot attempt. It is not a violation for that player to start another dribble at that point. |
| 10. | MYTH: An inbound player cannot step on the sideline. | RULE: A player inbound the ball for a throw-in may step on but not over the line since the line itself is out of bounds. |
| 11. | MYTH: An inbound player cannot bounce the ball. | RULE: A player inbound the ball may bounce the ball on the out-of-bounds area prior to making a throw-in. |
| 12. | MYTH: An inbound player cannot move during a spot throw-in. | RULE: During a spot throw-in, the player inbound the ball must keep one foot on or over the three-foot wide spot. An inbound player can jump or move one or both feet. A player inbound the ball may move backward as far as space allows. If the player moves outside the three-foot wide spot it is a throw-in spot violation, not traveling. |
| 13. | MYTH: A moving screen is always a foul. | RULE: A moving screen is not necessarily a foul. Illegal contact must occur for a foul to be called. |
| 14. | MYTH: All contact should be called a foul. | RULE: Contact does not necessarily constitute a foul. Contact which does not hinder a player from performing normal defensive/offensive movements should be considered incidental. |
| 15. | MYTH: A player takes two shots and gets two rebounds without leaving the key. This is a violation of the three second rule. | RULE: There is no three-second count between the release of a shot and the control of a rebound, at which time a new count starts. There is no three-second count during a throw-in. Also, there is no three-second count while the ball is in the backcourt. |

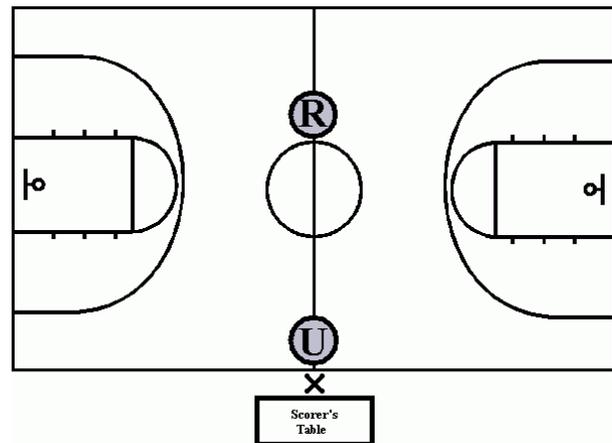
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| 16. | MYTH: Both teams must be behind half court during technical/intentional foul shots. | RULE: For free throws when there are no rebounders in the marked lane spaces, the nine non-shooters are only required to remain behind the free throw line extended and behind the three-point arc. |
| 17. | MYTH: The ball accidentally hit off a shoe. This is a violation. | RULE: A kicking violation is <i>intentionally</i> striking the ball with any part of the leg or foot. An unintentionally kicked ball is never illegal, regardless of how far the ball goes and who recovers it. |
| 18. | MYTH: Players/coaches on the bench may stand at any time during the game. | RULE: All bench personnel must remain seated except during timeouts or to spontaneously react to an outstanding play by a team member but must immediately return to his/her seat. Only the head coach is permitted to stand. |
| 19. | MYTH: If a player has one foot in the frontcourt and one foot in the backcourt, they are in the frontcourt. | RULE: A player is considered still in the backcourt until both feet and the ball are all located in the frontcourt. |
| 20. | MYTH: The clock starts when an inbounds pass leaves the thrower's hands. | RULE: If play is resumed by a throw-in, the clock starts when the ball is legally touched by a player on the court. The thrower's five seconds to release the ball ends when the ball is released. |
| 21. | MYTH: The clock starts when the free throw is released from the thrower's hand. | RULE: Following the final free throw, the clock begins when the ball is legally touched by a player following the free throw. |
| 22. | MYTH: In a running-clock situation, time-out is called before a foul shot. After the time-out, the clock starts when shooter has the ball. | RULE: The clock begins when the official next chops the clock in. This can happen if the free throw is missed and is legally touched by a player, or on a throw-in following a made foul shot. |
| 23. | MYTH: Player A1 has the ball in the frontcourt. Defender B1 knocks the ball out of A1's hand, off A1's leg into the backcourt. A1 can retrieve it. | RULE: When A1 is holding the ball, he has team control. When the ball is knocked out of A1's hand, Team A remains in team control. Since A1 is the last to touch the ball in the frontcourt, it would be a backcourt violation if he retrieved the ball in the backcourt. |
| 24. | MYTH: A defender is standing in legal guarding position with both arms straight up. A player attempts a shot into his arms and a loud slap is heard. A foul should be called on the defense to protect the shooter. | RULE: Just because a slap is heard does not mean a foul should be called. The defender cannot have a foul called on him/her because he/she is in legal guarding position with arms straight up. The contact was caused by the shooter and officials should not bail the shooter out by calling a shooting foul. |
| 25. | MYTH: It is a three-second violation when the same player, while in the key, consecutively shoots and rebounds three shots. | RULE: Once a shot is released, there is no longer any team control and when there is no team control, there is no three-second rule. Team control is established again when the player rebounds the ball. |
| 26. | MYTH: There is 0.3 seconds remaining in the period which is enough time for a team to catch and shoot. | RULE: If the clock is stopped at 0:00.3 or less, by rule, teams cannot score by catching and shooting the ball. Once the ball is caught, time shall be declared out. They may only score a goal if the ball is tapped. |
| 27. | MYTH: An offensive player with one foot in the key and one foot out of the key cannot be called for a three second violation. | RULE: An offensive player must completely remove both feet from the key and set them down outside of the key to end a three second count. Any part of the foot on the line means that the offensive player is in the key. |
| 28. | MYTH: The jump ball is tipped out of bounds. The clock should not start until after the resulting throw-in. | RULE: The clock starts on a jump ball when a jumper legally touches the ball even if that touch causes the ball to go out of bounds. The clock should begin on the jumper's tap and should remain ticking throughout the ensuing throw-in since DYA has a running clock. |

Two-person Court Positioning & Mechanics

Trail official Positioned behind the play near the sideline and just above the top of the three-point arc.

Lead official Positioned ahead of the play along and off the end line and on either side of the key.

Jump Ball



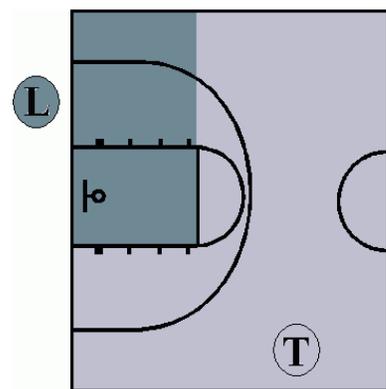
Referee (senior official) — Tosses the ball in the center circle.

1. Face the table.
2. Blow and remove whistle from mouth before the toss.
3. Toss the ball slightly higher than either person can jump.
4. Remain near the division line and observe which direction play is going.

Umpire (junior official) — Stands at the division line on the same side as the scorer's table.

1. Face the referee
2. Primarily observe the eight non-jumpers.
3. Signal the clock to start when the ball is legally touched by a jumper.
4. Move in the direction of the ball.

Court Coverage



Lead's primary coverage area is indicated by the darker shade. Trail is primarily responsible for the lighter-shaded areas.

Lead positioning:

1. Lead should be located out of bounds 4-6 feet off the end line.
2. Move along the baseline based on ball movement and player location.
3. As the ball crosses to the Trail's side of the court, Lead should close-down close to the basket to be located closer to the action.

Trail positioning:

1. Trail's home position is 3 feet above the top of the three-point arc and on the court near the sideline.
2. Move to get angles that are not visible from the home position.
3. If play is occurring near the division line, Trail moves into the backcourt as play moves that direction.

General Positioning/Coverage Area Tips:

- Keep the players "boxed-in" whenever possible.
- Move to obtain the best angle on the ball and/or players.
- Focus on your primary coverage area but also be prepared to assist in other court areas.
- Lead is responsible for all calls on the end line and the nearest sideline.
- Trail is responsible for the division line and the nearest sideline.

Violations

Both officials are responsible for calling violations.

Typically, an official should call violations in their own primary coverage areas, but any observed violation should be called.

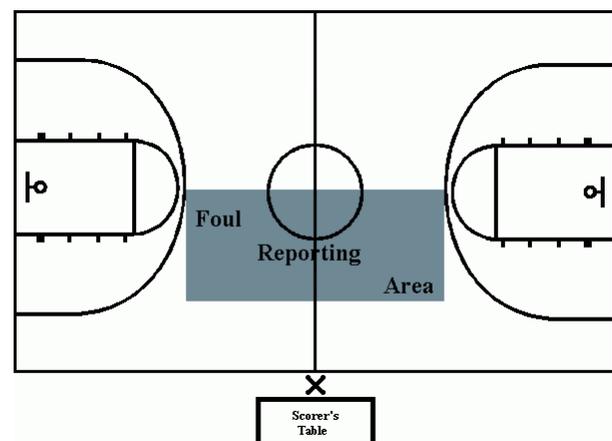
When a violation is observed:

1. Sound the whistle and extend an open hand above your head to stop the clock.
2. Signal the nature of the violation.
3. Point in the direction of the throw-in team's basket and call out the uniform color.
4. Indicate the throw-in spot.

Fouls

Both officials are responsible for calling fouls.

Typically, an official should call fouls in their own primary coverage areas, but any observed foul should be called.



When a foul is observed:

1. Sound the whistle and extend a closed fist above your head to stop the clock.
2. Indicate the nature of the foul.
3. Indicate the throw-in spot or the number of free throws to be awarded.
4. Move to the foul reporting area and indicate in order:
 - a. jersey color
 - b. player number using two hands
 - c. foul type (signal #31-40)
 - d. throw-in spot or number of foul shots

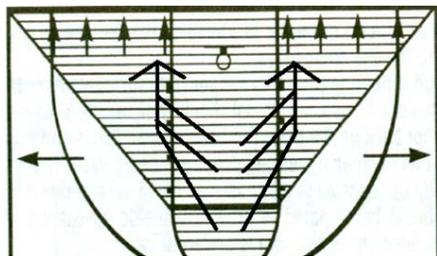
Officials should switch positions (Lead to Trail) when reporting a foul.

An official should never report a foul from underneath the basket.

On a shooting foul, the calling official will become the Trail and will remain by the scorer's table for the foul shots.

Throw-ins

The throw-in and throw-in count begin when the ball is at the disposal of the thrower.



If a violation/foul/held ball occurs in the gray-shaded area, play should resume with a throw-in on the end line. If it occurs in the white area, the throw-in should be on the sideline.

All throw-ins are designated spot throw-ins unless the throw-in is following a made basket.

Following a made basket, teams may throw the ball in from anywhere along the end line.

Throw-ins are given to teams at the spot nearest to where the ball became dead.

If a violation, foul, or held ball occurs in the key, the following throw-in should be just outside of the nearest lane line. (see diagram to the left)

Teams should NEVER be given the ball by the officials for a spot throw-in from directly behind a backboard.

The thrower has five seconds to release the ball.

The five second throw-in count is separate from the ten second backcourt count which does not begin until a player has control in the backcourt.

Officials need to switch hands when beginning a new count.

Before handing the ball to the thrower, officials should make sure that all players and officials are ready for play to begin.

If a defender reaches over the inbounds line and:

- A. does not make contact with the opponent or the ball, team warning for delay of game is given. One warning for delay per team. The next occurrence results in a team technical foul.
- B. contacts the thrower, an intentional foul is called on the defender.
- C. contacts the ball while it is in the possession of the thrower, a technical foul is called on the defender.

Designated Spot Throw-ins:

The thrower has a 3-foot-wide space with no depth limitation. One foot must be on/over the 3-foot-wide space.

If the thrower leaves the designated spot, it is a violation for leaving the spot, not a traveling violation.

Free Throws

The ball is given to the shooter and the free throw count begins. The shooter has ten seconds to release the ball.

During a free throw, lane spaces may be occupied as follows:

1. maximum of four defensive and two offensive players
2. the bottom two spaces (closest to the basket) must be occupied by the defense
3. the second two spaces may be occupied by either team
4. the third two spaces (closest to the thrower) may only be occupied by the defense
5. once the ball is bounced to the thrower, no one may leave or enter a lane space

Officials should assist with getting players in correct lane spaces.

The Trail official counts for ten seconds.

The Lead official steps into the lane, signals how many free throws are to be attempted, and then steps back into the normal Lead position. Officials should not stand directly under the basket during a foul shot.

Lead official should not say “relax on the first” or “wait for the release”. Simply display and state the number of shots to be attempted, bounce the ball, and back out of the lane into the normal Lead position.

Time-outs

Before granting a time-out, be sure that the team requesting the time-out has a player in control of the ball.

Time-out cannot be granted during an interrupted dribble.

Any team may be granted a time-out during a dead ball.

Only players on the court or the head coach may be granted a time-out.

In DYA, all charged time-outs are one minute in length.

When a time-out is called:

1. Sound the whistle and extend an open hand above your head to stop the clock.
2. Point to the bench of the calling team.
3. Report to the scorer’s table which team is being charged a time-out.
4. Notify the coach when a team has zero time-outs remaining.

If a player is injured, an officials’ time-out should be called.

Do not touch an injured player.

If a player is bleeding, has an open wound, or has an excessive amount of blood on the uniform/body, they should be directed to leave the game and may not return until the blood has been taken care of.

Miscellaneous

Double whistle – when there are two whistles on the same play

When two whistles are sounded, generally the official who has primary coverage should take the call. If one official has information which conflicts with the other, the two officials should get together and quickly discuss the play and determine the correct call.

There should not be two whistles on an out-of-bounds call.

Inadvertent whistle – when an official erroneously sounds the whistle

Play should be stopped and the ball should be put back in at the point of interruption.

Coaches/Bench

Each team is permitted to have only the head coach stand during the game.

In the middle schools, the floor is marked with a 28-foot coach’s box which should be used.

In the elementary schools, the floor is likely not going to be marked so coaches should remain near their bench.

Standing head coaches should not block the view of the scorekeepers/timekeeper.

Bench personnel should remain seated unless it is a time-out or they react to an outstanding play by a teammate.

Equipment/Jewelry - Players are not permitted to wear jewelry of any kind.

Rules of the Game - DYA provides each coach with a copy of the rule book printed in the back of each scorebook. If there is a question about a DYA rule at the game, please reference the back of the scorebook.

DYA Youth Officials Code of Conduct

1. I have read and understand the “Basic Basketball Rules” document.
2. I will read/review information sent to me and respond to requests by the Director in a timely manner.
3. I will arrive at my assigned gym at least 10 minutes prior to the first game’s scheduled start time.
4. Before each game I will conduct a pre-game meeting and introduce myself to the coaches.
5. I will conduct myself in a professional manner at all times and always dress appropriately.
6. I will report to the Director any conflict or incident involving a coach, parent, player, or fan that, as judged by me, is inappropriate or is disrespectful of DYA or the game.
7. I will find a substitute as soon as I know I cannot work an assigned game. I will not wait until the last minute to do so.
8. I understand that missing an assignment is unacceptable and can be cause for losing work.



OFFICIAL NFHS BASKETBALL SIGNALS

| | | | | | | | | |
|-----------------------------|---|---------------------------------------|----------------------------------|-----------------------------|------------------|---|-------------------------|-----------------------|
| Starting and stopping clock | Start clock 1 | Stop clock 2 | Stop clock jump ball 3 | Stop clock for foul 4 | Information | Directional signal 6 | | |
| | Throw-in designation 7 and free-throw designated spot violation | Move along end-line on throw-in 8 | Visible counts 9 | 60-second time-out 11 | | Not closely guarded 13 | | |
| Shooting/scoring | Tipped ball 14 | No score 15 | Goal Counts 16 | Points scored 17 | Shooting/scoring | 3-Point attempt score 3-Point made 18 | Bonus free throw 19 | |
| | Signal free throw 20 | Delayed lane violation 21 | Traveling violation 22 | Illegal use of hands 31 | | Hand check 32 | Holding 33 | |
| Violations | Illegal dribble 23 | Palming carry 24 | Back court violation 25 | 3-Second violation 26 | Fouls | Blocking 34 | Pushing charging 35 | Player control 36 |
| | 5-Second violation 27 | 10-Second violation 28 | Excessive swinging elbows 29 | Kicking 30 | | Intentional foul 38 | Double foul 39 | Technical foul 40 |