

# Yakima Valley Sports Authority – A member of the Amateur Athletic Union

Yakima Valley Three Rivers Fall Basketball Tournament

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## **LEAGUE RULES:**

Leagues will be played under 2012-2013 High School Federation Rules, with the following exceptions:

1. Boys & Girls – No 30-second shot clocks. Over and back line in use with 10-second count.
2. Half Time – 5 minutes.
3. Quarters: 1st, 2nd, 3rd, 4th grades – 6 minutes  
5th, 6th, 7th, 8th grades – 7 minutes  
All other grades – 8 minutes
4. Overtime: 2 minutes each (Play until you finish the game)

**Press Rule:** 1st – 4th Grade Levels: No full or half court trap presses when your team is 10 or more points ahead. 5th Grade and above: No full or half court trap presses when your team is 15 or more points ahead. **\*Coaches are expected to work with officials in order to enforce the press rules – keep your players inside the arc and pick up their player on defense.** You will receive one (1) warning – the second occurrence will result in a technical foul. Officials are expected to stop play when this rule is broken.

**Basketballs:** 3rd Grade and below teams will use the junior's size ball (27.5").  
4th Grade – 6th Grade Boys and 4th Grade Girls and up will use the women's size ball (28.5").  
7th Grade Boys and up will use the men's size ball (30").

## **Free Throw Violations: 5th Grade Girls and below & 4th Grade Boys and below**

1. When shooting a free throw, the shooter must start from behind the free throw line. If the shooter steps on or over the line before the ball touches the rim, it is NOT a violation.
2. The shooter **CANNOT** rebound the ball at any time. Even if the shooter remains behind the free throw line, they still **MAY NOT** rebound the ball.
3. A player other than the shooter must have control of the ball before the shooter can handle the ball.
4. If the ball is in control of the shooter after the free throw, this is a violation and the opponents will receive the ball out of bounds.

**Technical Fouls:**

1. Each technical foul counts toward 1 of the 5 personal fouls on a player and 1 of the 7 team fouls.
2. Automatic 2 points and ball awarded out of bounds. No free throws.
3. One sportsmanship technical on a coach or fan, he/she is ejected from the gym. One sportsmanship technical on a player and the player must remain on the bench for the rest of the game.
4. If a coach or fan that has been ejected from the game does not leave the gym (including standing in the doorway and watching the game), or continues to question the official after the foul has been called, he/she will receive a second technical foul and will not be allowed to coach or watch the next league game. The team will be subject to disqualification from the Tournament if the coach or fan returns. No exceptions – coaches and fans must calm down and behave in the way they expect their players to act.

**Intentional Fouls:** Automatic two (2) points and the ball out of bounds.

**Warm Up:** Warm-ups will be 10 minutes or until the game time, whichever is longer. Gyms will be open 30 minutes before the start of the first scheduled game. **Do not start games early – fans who arrive on time would like to see the start of the first quarter – not the start of the second quarter!**

**Forfeit:** Game time – no exceptions! If a team shows up late, the officials WILL work a short game, running clock, in order to be ready for the next game time.

**Scorekeepers:** Each team must have one person keep the individual scoresheet provided by the YVSA at the officials' table. Scoresheets must be totaled and turned in to the gym supervisor immediately following the game.