



Hi-Y Basketball

FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

Rules

1. Every player must be paid in full before the start of their first game or made arrangements with the Y. Registrations after 12/14/20 have a late fee assessed.
2. Every player must check in through the Hi-Y check in area.
3. **Parents are the only spectators allowed this year.** No high school students that are not on a team. Every spectator must pay \$1 entry fee.
4. Each team must have an adult (over 21) present at every game. (this is in case there is an emergency)
5. Each team must have an adult (over 21) listed as the manager. If a team has a co-manager they must be listed on the roster. They will be the contacts used for the team.
6. Each team must have an active email address. All information (game changes, cancellations) will be emailed/ sent out via Sports Engine. **NO PHONE CALLS WILL BE MADE.**
7. Each team will provide a scorer and timer for every game.
8. Each team should have at **least 7 players** on the roster.
9. All players must be in High School during the playing season.
10. Each team will be responsible to purchase or make a team uniform. Shirts will **NOT** be provided by the YMCA. The shirts **MUST** be approved by the program supervisor/director. Every player must have a team shirt in order to participate and sit on the team bench. Each shirt must have a number on the front and back.
11. Each team will be responsible to provide a picture roster to the check in table by their first game. The roster should include a photo id of each player on the roster. Color rosters are preferred, but black and white is acceptable.
12. Players are allowed to play on **ONE** team. If they are caught playing on more than one team, they will be suspended from the program for the remainder of the season and the team will receive a forfeit for that game. If it is during a tournament game the team forfeits the remainder of the tournament.
 - If you think someone is playing on two teams and you want to report a problem it must be reported during the game. After the game is completed it is too late. The issue must be brought to **JOHN SEITZ** attention during the game.

13. In-season high school basketball players are not eligible to play Hi-Y basketball during the regular High School season per SDHSAA Rules.
14. Teams may **NOT** add players to their rosters after the 2nd league game.
15. No player(s) added to the roster the day of your scheduled league game.
16. **Players may arrive no more than 10 minutes prior to their scheduled game.**



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Regulations

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1. Each game will consist of two 20-minute halves. The clock will run continuously except for the final 2 minutes of the second half. During the final 2 minutes the clock will stop on all whistles.
2. All fouls committed in the last 2 minutes of the second half will result in a two-shot free throw. There will be no bonus or double bonus.
3. If a team is ahead by 15 or more points with 2 minutes or less remaining in the second half the clock will not stop the last 2 minutes it will remain a running clock.
4. No full court press after a 15 point lead.
5. Each team is entitled to two timeouts per game. They can be used at any time during the game.
6. Each team is entitled to one time out per overtime period.
7. Each overtime period will be 3 minutes with a running clock. The clock will stop on all whistles at the last minute of the overtime period.
8. The score sheet will have the first and last name of each player present. No nicknames. The players' number is also required. If filled out incorrectly the other team will be awarded two points to start the game.
9. All fouls must be recorded on the score sheet.

10. A 5 minute grace period will be provided before the start of each game. Failure to start the game before the 5-minute grace period is up will result in a forfeit.
11. The game will begin with a jump ball. The alternating possession rule shall determine subsequent throw-ins and possession to begin the second half.
12. Substitutes must check in with the scorer.
13. All technical fouls will result in an automatic 2 points and possession of the ball for the opposing team.
14. Dunking the basketball will result in a technical foul.
15. All intentional fouls committed anytime during the game will result in automatic 2 points and the ball out-of-bounds at point closest to foul.
16. If a team forfeits 3 games they will be dropped from the league with NO REFUNDS on league fees or memberships.
17. There will be no rescheduling of games.
18. All other rules will apply in accordance with the South Dakota High School Activities Association and the National Federation of High Schools.



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Conduct

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1. Any unsportsmanlike foul by any person will not be tolerated. This includes but is not limited to , acts or conduct such as:
 - a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
 - i. Any issue with a referee should be brought to your manager's attention and they will address the issue. ONLY questions in regards to rules will be addressed. Any judgment calls are non- contestable and the referee has the final decision.
 - ii. Any player addressing the referees in regards to a call made will get an automatic technical foul. Read the rule above.
 - b. Using profane or inappropriate language or obscene gestures; (using the F-word is grounds for ejection and /or suspension)

- c. Baiting or taunting an opponent.
 - d. Obstructing the vision of an opponent not in control of the ball by waving hands near his/her eyes.
 - e. Swinging elbows excessively whether or not contact is/was made.
 - f. Fighting (expelled from league)
2. After receiving a technical foul, the player must leave the game for 1 possession. All technical fouls will result in an automatic 2 points and possession of the ball for the opposing team. Four technical fouls during the season will result in suspension from the league.
 3. The second technical foul on any person in the same game will be ejected from that game and asked to leave the building. Then the person will be suspended for the next 2 scheduled games.
 4. The TEAM is responsible for all players on their roster at all times. If a player on your roster intentionally injures or has a severe technical the team will be forced to forfeit the game.
 5. A TEAM may be suspended from the league for the individual actions of its players.
 6. Maintain respect for the referees and YMCA staff at all times.
 7. The Program Director has the right to suspend a team or individual at any time.
 8. If a team or individual are suspended from the league NO REFUNDS will be issued for league fees or memberships purchased.

The YMCA and its scheduled facilities are not obligated to allow non-participants to enter facilities. All guests need to be respectful and stay in designated areas. YMCA staff reserves the right to refuse entrance to any guest at any time.

If you are not able to form a full team due to Covid-19/quarantine please email Hi-Y@siouxfallsymca.org immediately!