

SOUTHWEST LEAGUE BASKETBALL RULES (Updated 9/1/2022)

Boys (6th - 8th Grades)

"Official Minnesota High School Basketball rules will apply in all cases unless specifically abridged by the following rules specific to each league."

1. **GAME LENGTH** Games will be two halves. Each half will be 14 minutes, stop time, in length with a 65-minute total game time limit. At the losing team's option, if they are behind by 20 or more points with 7 minutes to play in the game, the clock will convert to running time until the lead is 10 points or less.
2. **OVERTIME** If any regulation game ends in a tie, there will be a 2-minute rest period after which a 3-minute overtime will be played. If, at the end of the overtime, the game is still tied, sudden death overtime will be played and the first team that scores will be declared the winner. The 65-minute game time limit will be enforced. Jump ball will start the overtime.
3. **FORFEIT** If any team fails to have four (4) players and a coach or a designated adult substitute coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited. If a team only has four players, the coach of the four-player team can elect to play 4 vs 5 and the outcome will be recorded as an official game, otherwise the game will be forfeited. The teams can still choose to scrimmage, play 4 on 4, or exchange players to play 5 on 5.
4. **COACHES/OFFICIALS MEETING** It is recommended that the coaches and officials meet at half court prior to the start of the game for introductions and to review the rules. Coaches must exchange line-ups/substitution rotations at the beginning of the game, to avoid conflicts about player rotation.
5. **TIMEKEEPER/SCOREKEEPER** The home team will be responsible for furnishing the official timekeeper or scoreboard operator. The visiting team will be responsible for furnishing the official scorekeeper who will keep the official score, fouls, time out statistics and the alternating possession teams. The timekeeper and scorekeeper must sit together.
6. **JUMP BALLS** After the initial jump ball at the start of the game, all jump ball situations will be resolved using the alternate possession rule. A jump ball will start overtime.
7. **TIME OUTS**
 - a. Two timeouts per half, per team, will be allowed. No carry over is allowed.
 - b. One time out per team will be allowed during each overtime.
 - c. A 20 second time out (only for substitution, no player huddle) will be allowed at approximately 10:30 minute mark, 7:00 minute mark, and 3:30 minute mark of each half during a slowing in play (not a dead ball). This will give the coach the opportunity to substitute if he/she desires.
8. **PLAYING TIME REQUIREMENTS**
 - a. It is expected of the coaches to play their players equally during the game and not try to "manipulate" the rule to create an advantage for his/her team by playing the "star" players the entire game. If an opposing coach notices that a "star" player has played more rotations than other players, the coaches from both teams should meet to review the player rotation form and discuss the situation.
 - b. All coaches must have the player rotation form filled out for each game. Substitutions will be made at the 10:30 minute mark, 7:00 minute mark, and 3:30 minute mark unless there is an injury or upon a player receiving 3 or more personal fouls in the first half. When subbing a player who gets three or more fouls during the first half, the substitution must occur immediately upon the occurrence of the foul. No substitution at any other time is allowed.
 - c. The scorekeeper is responsible for monitoring the substitutions on the official scoresheet for both teams. Teams WILL provide proper support to the scorekeeper as necessary. The scorekeeper must notify the referees and coaches of any potential substitution issues. Any player found to be in violation of the equal playing time rule (No player will play more than one rotation than any other player) must be removed from that rotation. The referees will issue a warning to the offending coach. A second violation from that coach will result in a technical foul.
 - d. Players who show up late for a game will NOT have their rotations made up during the game. The equal playing time rule will start with the next rotation (No player will play more than one rotation than any other player). When a player shows up late, the Coach is required to complete a new rotation sheet that should be shared with the opposing team's coach.
 - e. Player substitutions due to injuries and fouls will NOT count against the equal playing time rule if occurring during a rotation. However, any player subbing for a player due to injury or fouls must follow the equal playing time rule (No player will play more than one rotation than any other player). Only the player with the injury or foul issues will NOT have equal playing time.

- f. The only exceptions to the equal playing time rule (No player will play more than one rotation than any other player) are as follows:
 - i. Pre-game injury. Coaches and scorekeeper will need to meet to understand the situation and accommodate a request to limit a player's playing time due to injuries.
 - ii. Disciplinary action due to sportsmanship. This requires prior approval from the SWL Director and Grade Commissioner.
 - g. A 20 second time out (only for substitution, no player huddles) will be allowed at approximately 10:30 minute mark, 7:00 minute mark, and 3:30 minute mark of each half during a slowing in play (not a dead ball). There does not need to be a dead ball situation to substitute.
9. **TYPES OF DEFENSE** Zone defenses will not be allowed for 6th grade until the 3rd Saturday in January. For 7th grade and 8th grade, all defenses are allowed.
10. **FULL COURT PRESS** A full court press is allowed except by any team leading by 20 points or more. Only blatant disregard of this rule will result in a technical foul after a first warning. Unintentional violation will result in a stoppage of play and the ball will be awarded to the offended team.
11. **PERSONAL FOULS** MN State High School League rules will apply, with the following exceptions:
 - a. Teams will begin shooting one and one free throws when the opposing team has committed its 7th team foul. Two free throws starting with the 10th team foul.
 - b. Players foul out of the game when they commit their fifth foul. If a team is short of players, the last person fouling out will remain in the game. Every foul he commits from that point on will result in two points plus the ball out of bounds at mid court. Players on the bench who fouled out earlier in the game may not re-enter the game.
12. **TECHNICAL FOULS** Technical fouls will count as both a personal foul against the player and a team foul. While all technical fouls will be non-shooting fouls, two points will be automatically awarded the opposing team and that team will get the ball out of bounds.
13. **FLAGRANT AND MULTIPLE TECHNICAL FOULS** Flagrant fouls will follow the technical foul rule above. In addition, the player committing the flagrant foul will be ejection from the game. A player or coach who receives two technical fouls in a single game will also be ejected from the game. If there is not an assistant coach or parent to assume the coaching responsibilities, that team will forfeit the game. All ejection will be reported to their city coordinator. The community director will report this information to the Southwest League Director. Players or coaches who accumulate multiple technical fouls during the season may receive additional disciplinary action.
14. **NEW PLAYERS** Players who have quit or have otherwise been removed from a traveling team, may join a house league team prior to December 31. No new players can be added after this date without the approval of the Southwest League Director.
15. **REPORTING SCORES** Each community director is responsible for collecting the scores of all games played by their teams. Records after nine (9) games will be used to establish tournament seeding.
16. **REFEREES** All communities must provide either adult or college age referees. The game must not be played if two qualified referees are not present at game time unless the coaches agree to play. The community director will be responsible for rescheduling the game if necessary.
17. **3 POINT SHOT** The 3-point shot will only be used when the gym is so marked for this shot.
18. **UNIFORMS/EQUIPMENT** Jersey tops must be of similar color, and it is recommended that there are numbers on the front and back. 6th grade teams will use the intermediate size (28.5) basketball and 7th/8th grade teams will use the official men's size basketball.
19. **SUBSTITUTIONS** Teams are not allowed to use same grade substitutes, non-registered players, or travel players during the regular season or the season ending tournament.