

Fairfield Sports Association Basketball Rules

High School Basketball (UIL) Rules apply except for any differences in the following divisions:

Boys 5-6

1. Good sportsmanship should be practiced at all times.
2. League standings will be kept for these ages however, there are no playoffs at this age.
3. These ages will be officiated by the coaches of the teams playing.
4. 8 -ft basket
5. Basketball size 27.5
6. Four eight-minute quarters. During quarter, clock does not stop except for timeouts and injuries.
7. Play will take place on a half court crosswise.
8. Five players to a side. Each player will have a wristband that they will match up with.
9. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) *In this division, if there are players on a team playing four quarters in a particular game, no other players on that team should play fewer than three quarters. (This will be dependent on the number of players available for a particular game.) The coach for each team is responsible for monitoring their players' playing time. This is an instructional division. Please make sure all players are getting playing time and all players are handling the ball.* Violation of the minimum playing time rule may result in a suspension of the coach.
10. Players that are not on the roster can not play and will result in a forfeit
11. Each team is allowed three one-minute time outs per game.
12. One minute break between quarters. Three minute break at halftime.
13. No substitutes during a quarter except for injury or if a timeout is called.
14. Games begin with a jump ball. Every succeeding possession alternates between teams.
15. Only man-to-man defense can be played. Prior to each quarter or following a substitution, players will be matched up based on height and skill. Matched players will be given matching wristbands during that quarter.
16. **Double teaming is NOT ALLOWED.**
17. Players must guard their player with matching color arm band.
18. Isolation plays are not allowed.
19. Fast breaks are allowed. Players must try to match up with their matching player during the break and immediately after the dead ball and change of position. Referees will address this during game play All players should be given an opportunity to bring the ball up the court during the game.
20. No back court defense is allowed. At each change of possession, the defense will be directed to set up on the other side of the court before the ball is brought up the court.
21. Stealing off the dribble is not allowed. Stealing passes is allowed.
22. Shot blocking: Defensive players may only jump vertically with hands raised directly up when defending a shooting player, but may not knock ball out of shooters hands or bring their hands down towards the shooter or the ball.
23. Picks are not allowed.
24. Three second violations will not be enforced.
25. Traveling and double dribble will not result in a turnover. Play will be stopped and ball will be brought to the top of the key and play will resume. Adherence to this rule should be based partly on the skill of the player involved.
26. **Fouling in the act of shooting will result in 1 pt and ball back. If shot goes in, basket counts along with 1pt (3 pt .)**
27. If a team has only three players available for a game, the opposing coach may provide a player of his/her choice for that team. The opposing coach can change this player at the start of each quarter. Teams are not allowed to use players who are not on the roster of either team.
28. During the winter season, in the event of a tie, a three minute overtime will be played to determine the winner. Each team will be given one, one minute time out for the overtime period. If the game remains tied after the overtime period it is a tie. There is no overtime during the summer season.

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29. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.
30. **Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team being removed from the league**

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Girls 5-7

1. Good sportsmanship should be practiced at all times.
2. League standings will be kept for these age however there is no playoffs.
3. These ages will be officiated by the coaches of the teams playing.
8 -ft basket
4. Basketball size 27.5
5. Four 8-minute quarters. During quarter, clock does not stop except for timeouts and injuries.
6. Play will take place on a half court crosswise.
7. Four players to a side.
8. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) *In this division, if there are players on a team playing four quarters in a particular game, no other players on that team should play fewer than three quarters. (This will be dependent on the number of players available for a particular game.) The coach for each team is responsible for monitoring their players' playing time. This is an instructional division. Please make sure all players are getting playing time and all players are handling the ball.* Violation of the minimum playing time rule may result in a suspension of the coach.
9. Players that are not on the roster can not play and will result in a forfeit.
10. Each team is allowed three one-minute time outs per game.
11. One minute break between quarters. Three minute break at halftime.
12. No substitutes during a quarter except for injury or if a timeout is called.
13. Games begin with a jump ball. Every succeeding possession alternates between teams.
14. Only man-to-man defense can be played. Prior to each quarter or following a substitution, players will be matched up based on height and skill. Matched players will be given matching wristbands during that quarter.
15. **Double teaming is NOT ALLOWED.**
16. Players must guard their player with matching color arm band.
17. Isolation plays are not allowed.
18. Fast breaks are allowed. Players must try to match up with their matching player during the break and immediately after the dead ball and change of position. Referees will address this during game play
19. All players should be given an opportunity to bring the ball up the court during the game.
20. No back court defense is allowed. At each change of possession, the defense will be directed to set up on the other side of the court before the ball is brought up the court.
21. Stealing off the dribble is not allowed. Stealing passes is allowed.
22. Shot blocking: Defensive players may only jump vertically with hands raised directly up when defending a shooting player, but may not knock ball out of shooters hands or bring their hands down towards the shooter or the ball.
23. Picks are not allowed.
24. Three second violations will not be enforced.
25. Traveling and double dribble will not result in a turnover. Play will be stopped and ball will be brought to the top of the key and play will resume. Adherence to this rule should be based partly on the skill of the player involved.
26. **Fouling in the act of shooting will result in 1 pt and ball back. If shot goes in, basket counts along with 1pt (3 pt .**
27. Home team is required to provide an adult to run the scoreboard.
28. If a team has only three players available for a game, the opposing coach may provide a player of his/her choice for that team. The opposing coach can change this player at the start of each quarter. Teams are not allowed to use players who are not on the roster of either team.
29. During the winter season, in the event of a tie, a three minute overtime will be played to determine the winner. Each team will be given one, one minute time out for the overtime period. If the game remains tied after the overtime period it is a tie. There is no overtime during the summer season.
30. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.

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31. Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team will being removed from the league

Boys 7 League

1. Good sportsmanship should be practiced at all times.
2. League standings will be kept for this age.
3. 9-ft basket
4. Basketball size 27.5
5. Four eight-minute quarters.
6. **Clock stops for all time outs and free throws – that is it.**
7. Play will take place on a full court.
8. Five players to a side.
9. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) *In this division, if there are players on a team playing four quarters in a particular game, no other players on that team should play fewer than three quarters. (This will be dependent on the number of players available for a particular game.) The coach for each team is responsible for monitoring their players' playing time. This is an instructional division. Please make sure all players are getting playing time and all players are handling the ball.* Violation of the minimum playing time rule may result in a suspension of the coach.
10. Each player will have a wrist band and must guard their color on the other team.
11. Players that are not on the roster can not play and will result in a forfeit.
12. Each team is allowed three one-minute time outs per game.
13. One minute break between quarters. Three minute break at halftime.
14. Substitutes are allowed during a quarter
15. Games begin with a jump ball. Every succeeding possession alternates between teams.
16. Man-to-man and **Zone defense not allowed**
17. Double teaming is **NOT ALLOWED.**
18. Fast breaks are allowed.
19. Stealing off the dribble is NOT ALLOWED. Stealing passes is allowed.
20. Shot blocking: Defensive players may only jump vertically with hands raised directly up when defending a shooting player, but may not knock ball out of shooters hands or bring their hands down towards the shooter or the ball.
21. Picks are allowed. Moving picks/screens are not allowed.
22. Three second violations may be enforced at referee's discretion.
23. Traveling, double dribble, and illegal picks will result in a turnover. Some warnings may be given early in the game/season. The goal of this rule to prepare the players for succeeding divisions while being sensitive to the skill level of different players.
24. If a player is fouled in the act of shooting free throws will be shot (10 feet from the hoop or line that referee provides)
25. During the winter season, in the event of a tie, a three minute overtime will be played to determine the winner. Each team will be given one, one minute time out for the overtime period. If the game remains tied after the overtime period it is a tie. There is no overtime during the summer season.
26. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.
27. In the instances where a player is shooting a free throw, the free throw line will be 10ft (or line that referees provides) feet from the basket.
28. Home team is required to provide an adult to run the scoreboard and score book

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29. If a team has only three players available for a game, the opposing coach may provide a player of his/her choice for that team. The opposing coach can change this player at the start of each quarter. Teams are not allowed to use players who are not on the roster of either team.
30. One technical foul in a game by a player will result in the player sitting out for at least eight minutes. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances. Technical fouls count towards the total personal fouls for fouling out of a game.
31. One technical foul in game by a coach will result in the other team having two foul shots and possession of the ball. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
32. **No full court pressing**
33. **No half court traps.**
34. **After 6 team fouls in a quarter, one point is awarded to the team with the ball and they retain possession.**
35. **Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team being removed from the league**

Boys 8 League

1. Good sportsmanship should be practiced at all times.
2. League standings will be kept for this age.
3. 10-ft basket
4. Basketball size 28.5
5. Four eight-minute quarters.
6. Clock stops for all time outs and free throws- Nothing else
7. Play will take place on a full court.
8. Five players to a side.
9. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) *In this division, if there are players on a team playing four quarters in a particular game, no other players on that team should play fewer than three quarters. (This will be dependent on the number of players available for a particular game.) The coach for each team is responsible for monitoring their players' playing time. This is an instructional division. Please make sure all players are getting playing time and all players are handling the ball.* Violation of the minimum playing time rule may result in a suspension of the coach.
10. Players that are not on the roster can not play and will result in a forfeit.
11. Each team is allowed three one-minute time outs per game.
12. One minute break between quarters. Three minute break at halftime.
13. Substitutes are allowed during a quarter
14. Games begin with a jump ball. Every succeeding possession alternates between teams.
15. Man-to-man Defense and Zone are allowed.
16. **Double teaming is allowed in the paint.**
17. Fast breaks are allowed.
18. Back court defense are allowed the last 2 min of each half.
19. Stealing off the dribble is allowed. Stealing passes is allowed.

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20. Shot blocking: Defensive players may only jump vertically with hands raised directly up when defending a shooting player, but may not knock ball out of shooter's hands or bring their hands down towards the shooter or the ball.
21. Picks are allowed. Moving picks/screens are not allowed.
22. Three second violations may be enforced at referee's discretion.
23. Traveling, double dribble, and illegal picks will result in a turnover
24. **Trapping in front court is allowed last 2 min of each quarter (half court run and jumps)** in conjunction with rule 18.
25. If a player is fouled in the act of shooting free throws will be shot
26. After 6 team fouls, teams will be shooting in the bonus. After 10 team fouls, teams will be shooting the double bonus
27. Players can not foul out after 5 fouls however the ref can sit the player down for time that they decide.
28. During the winter season, in the event of a tie, a three minute overtime will be played to determine the winner. Each team will be given one, one minute time out for the overtime period. If the game remains tied after the overtime period it is a tie. There is no overtime during the summer season.
29. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.

30. If a team has only three players available for a game, the opposing coach may provide a player of his/her choice for that team. The opposing coach can change this player at the start of each quarter. Teams are not allowed to use players who are not on the roster of either team.
31. One technical foul in a game by a player will result in the player sitting out for at least eight minutes. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances. Technical fouls count towards the total personal fouls for fouling out of a game.
32. One technical foul in game by a coach will result in the other team having two foul shots and possession of the ball. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
33. No Pressing in the 4th quarter if team is up by more than 20 points
34. **Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team being removed from the league**

Girls 8-9 Leagues

1. Good sportsmanship should be practiced at all times.
2. League standings will be kept for this age.
3. 10-ft basket
4. Basketball size 28.5
5. Four eight-minute quarters.
6. **Clock stops for all time outs and free throws- that's it.**
7. Play will take place on a half court crosswise.
8. Five players to a side.
9. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) *In this division, if there are players on a team playing four quarters in a particular game, no other players on that team should play fewer than three quarters. (This will be dependent on the number of players available for a particular game.) The coach for each team is responsible for monitoring their players' playing time. This is an instructional division. Please*

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make sure all players are getting playing time and all players are handling the ball. Violation of the minimum playing time rule may result in a suspension of the coach.

10. Players that are not on the roster can not play and will result in a forfeit if they play
11. Each team is allowed three one-minute time outs per game.
12. One minute break between quarters. Three minute break at halftime.
13. Games begin with a jump ball. Every succeeding possession alternates between teams.
14. Man-to-Man only.
15. Isolation plays are allowed.
16. Fast breaks are allowed.
17. Subs are allowed during the quarter
18. Backcourt defense is only allowed during the last two minutes of each half. Defenders will be instructed to go to the other end of the court and play will resume without penalty. Multiple violations of this rule may result in two foul shots followed by possession of the ball by the shooting team. Except for extenuating circumstances as determined by the referee, this will not be considered a technical foul
19. Stealing off the dribble is allowed. Stealing passes is allowed.
20. Shot blocking: Defensive players may only jump vertically with hands raised directly up when defending a shooting player, but may not knock ball out of shooters hands or bring their hands down towards the shooter or the ball.
21. Picks are allowed. Moving picks/screens are not allowed.
22. Three second violations may be enforced at referee's discretion.
23. Traveling, double dribble, and illegal picks will result in a turnover. Some warnings may be given early in the game/season. The goal of this rule to prepare the players for succeeding divisions while being sensitive to the skill level of different players.
24. Trapping in front court is allowed last 2 min of each quarter (half court run and jumps)
25. Back court defense are allowed the last 2 min of each half.
26. If a player is fouled in the act of shooting free throws will be shot.
27. After 6 team fouls, teams will be shooting in the bonus. After 10 team fouls, teams will be shooting the double bonus
28. Players can not foul out after 5 fouls however the ref can sit the player down for time that they decide
29. If there is a tie at the end of the game there is one 3 min overtime and then one 1 min overtime after that the game end in a tie.
30. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.
31. If a team has only three players available for a game, the opposing coach may provide a player of his/her choice for that team. The opposing coach can change this player at the start of each quarter. Teams are not allowed to use players who are not on the roster of either team.
32. One technical foul in a game by a player will result in the player sitting out for at least eight minutes. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances. Technical fouls count towards the total personal fouls for fouling out of a game.
33. No full court Pressing in the 4th quarter if team is up by more than 20 points.
34. One technical foul in game by a coach will result in the other team having two foul shots and possession of the ball. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
35. **Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team being removed from the league**

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9-10 Boys

1. Good sportsmanship should be practiced at all times.
2. Boys and girls may be in separate divisions for these ages.
3. League standings will be kept for these ages (During the winter season only. No standings are kept for any division during the summer).
4. Full court
5. 10-ft basket
6. Basketball size 28.5
7. Four 8-minute quarters
8. Five players to each side.
9. **Clock stops for all time outs and free throws- that is it.**
10. **5 fouls per player**
11. After 6 team fouls, teams will be shooting in the bonus. After 10 team fouls, teams will be shooting the double bonus
12. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) Violating this rule may result in a forfeiture of the game and possible suspension for the coach.
13. If some players are playing less than three quarters, no players should play more than three quarters in the same game. This will be dependent on the number of players available to a team for a particular game and will be the responsibility of the coach to monitor.
14. Players that are not on the roster can not play and will result in a forfeit if played.
15. Each team is allowed three one-minute time outs per game.
16. One minute break between quarters. Three minute break at halftime.
17. Games begin with a jump ball. Every succeeding possession alternates between teams.
18. Man-to-man or zone defenses are allowed.
19. Trapping in front court is allowed last 2 min of each quarter (half court run and jumps)
20. Back court defense are allowed the last 2 min of each half.
21. Subs are allowed during the quarter.
22. Backcourt defense is only allowed during the last two minutes of each half. Defenders will be instructed to go to the other end of the court and play will resume without penalty. Multiple violations of this rule may result in two foul shots followed by possession of the ball by the shooting team. Except for extenuating circumstances as determined by the referee, this will not be considered a technical foul.
23. Traveling, double dribble, and illegal picks will be enforced.
24. During the winter season, in the event of a tie, a three minute overtime will be played to determine the winner. Each team will be given one, one minute time out for the overtime period. If the game remains tied after the overtime period it is a tie. There is no overtime during the summer season.
25. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.
26. **If a team has only four players available for a game, the opposing coach may provide a player of his/her choice for that team. Teams are not allowed to use players who are not on the roster of either team.**
27. One technical foul in a game by a player will result in the player sitting out for at least eight minutes. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
28. One technical foul in game by a coach will result in the other team having two foul shots and possession of the ball. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
29. No Pressing in the 4th quarter if team is up by more than 20 points
30. **Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team being removed from the league**
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10-13 Girls

1. Good sportsmanship should be practiced at all times.
2. Boys and girls may be in separate divisions for these ages.
3. League standings will be kept for these ages (During the winter season only. No standings are kept for any division during the summer).
4. Full court
5. 10-ft basket
6. Basketball size 28.5
7. Four 8 quarters (due to size of teams)
- 8. Clock stops for all time outs and free throws- that's it.**
9. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) Violating this rule may result in a forfeiture of the game and possible suspension for the coach. There is no max playing time.
10. Each team is allowed three one-minute time outs per game.
11. Players that are not on the roster can not play and will result in a forfeit
12. One minute break between quarters. Three minute break at halftime.
13. Games begin with a jump ball. Every succeeding possession alternates between teams.
14. Man-to-man or zone defenses are allowed.
15. No restrictions on backcourt guarding
16. Subs are allowed during the quarter.
17. Traveling, double dribble, and illegal picks will be enforced.
18. After 6 team fouls, teams will be shooting in the bonus. After 10 team fouls, teams will be shooting the double bonus
19. 5 fouls per player
20. During the winter season, in the event of a tie, a three minute overtime will be played to determine the winner. Each team will be given one, one minute time out for the overtime period. If the game remains tied after the overtime period it is a tie. There is no overtime during the summer season.
21. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.
22. If a team has only four players available for a game, the opposing coach may provide a player of his/her choice for that team. Teams are not allowed to use players who are not on the roster of either team.
23. One technical foul in a game by a player will result in the player sitting out for at least eight minutes. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
24. One technical foul in game by a coach will result in the other team having two foul shots and possession of the ball. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
25. No Pressing in the 4th quarter if team is up by more than 20 points
26. **Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team being removed from the league**

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Boys 11-13

1. Good sportsmanship should be practiced at all times.
2. League standings will be kept for these ages (During the winter season only. No standings are kept for any division during the summer).
3. Full court
4. 10-ft basket
5. Basketball size 29.5
6. Four 8-minute quarters running clock
7. **Clock stops for all time outs and free throws- That is it.**
8. Each player must play a minimum of half the game. (The only exceptions to this rule are for injuries or for late arrival or early departure of players.) Violating this rule may result in a forfeiture of the game and possible suspension for the coach. There is no max playing time.
9. Each team is allowed three one-minute time outs per game.
10. 5 fouls per player
11. One minute break between quarters. Three minute break at halftime.
12. Games begin with a jump ball. Every succeeding possession alternates between teams.
13. Man-to-man or zone defenses are allowed.
14. No restrictions on backcourt guarding.
15. Traveling, double dribble, and illegal picks will be enforced.
16. Subs are allowed during quarter
17. After 6 team fouls, teams will be shooting in the bonus. After 10 team fouls, teams will be shooting the double bonus
18. During the Winter season, in the event of a tie, a three minute overtime will be played to determine the winner. Each team will be given one, one minute time out for the overtime period. If the game remains tied after the overtime period it is a tie. There is no overtime during the Summer season.
19. Home team and visiting team are each required to provide an adult to work the scoreboard and keep the score book. Home team gets preference as to which job they do.
20. **If a team has only four players available for a game, the opposing coach may provide a player of his/her choice for that team. Teams are not allowed to use players who are not on the roster of either team.**
21. One technical foul in a game by a player will result in the player sitting out for at least eight minutes. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
22. One technical foul in game by a coach will result in the other team having two foul shots and possession of the ball. A second technical foul in the game will result in an ejection from the current game and at least a one-game suspension. Additional penalties will be at the discretion of the commissioner depending on circumstances.
23. No Pressing in the 4th quarter if team is up by more than 20 points
24. Players get 5 fouls
25. **Having players on the team that are not on that FSA Team roster will result in the game being forfeited and next game as well. Second offense will result in the team being removed from the league**

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