

Springboro Saturday Basketball

www.springboroyouthbasketball.com

2025-2026 SEASON

The National Federation of State High School Associations publishes the rules governing play in the Official High School Basketball Rules book. The following pages contain special SYB rules and exceptions to the federation's rules of play.

SYB Basketball Rules

The purpose of the SYB is to provide training in the sport of basketball in an atmosphere of good sportsmanship and fair play with an equal opportunity for growth of individual skills, team play and the true enjoyment of playing basketball. The following rules should be interpreted consistent with this philosophy and should not be used as a tool to achieve victory via technicality.

NOTE: All OHSAA basketball rules apply unless deviations are granted herein.

PLAYER REQUIREMENTS

1. **The expectation is that coaches will make every effort to ensure there is equal playing time for all players.** All eligible players must play **two full** quarters. Failure of a coach to comply with this rule will result in a forfeit to the opposing team. **All players must also sit out one full quarter when there are 7 or more players present. Teams with only 6 players present must play all players three quarters.** The only exceptions shall be injury, illness to the point where he/she is unable to continue to play, prearranged disciplinary action, and arriving late to a game.

SPORTSMANSHIP

1. **Every effort must be made by coaches, parents, and players to cooperate with the referees.** Technical fouls will be imposed against a team for any un-sportsmanlike behavior. Coaches are also responsible for the actions of their team parents. If a parent receives a technical foul, it will be assessed to the coach. If a coach receives 2 "T's" he/she will be removed from the game and the gym. **If a coach or player receives two technical fouls or is otherwise ejected from a game, he/she will be suspended from the following game. Suspension means that he/she will not be allowed to coach or be present in the gym for the suspended game.**

TIME PERIODS

1. Games will consist of four periods with a running clock. Clock starts when the ball goes into play. Clock stops only during time-outs and injuries.
2. Intervals between quarters shall be one (1) minute, with three (3) minutes for half time.
3. Overtime will be sudden death (first point scored). Rest period of one (1) minute prior to sudden death will be allowed.
4. Clock and scoreboard to be kept by home team.
1. **Two (2) 1-minute time-outs may be called per team per game for all age groups.**

Fouls

1. All common fouls will result in the ball out of bounds
2. All shooting fouls are 1 point and the ball out of bounds for the shooting team.
3. Referee's judgement is final. Respect our referees.
4. Blatant foul 1. First Offense – Instruction and warning. 2. Second Offense – Instruction and sits out for the remainder of the quarter. 3. Third Offense Instruction and removed for the duration of the game.

TYPES OF DEFENSES

1. **All teams must use a man-to-man defense.**
2. Man-to-man defense is defined as: When a defensive player's assigned man is playing within or near the key area, the defensive player must guard him/her within 4 feet. No offensive player shall be without a defensive player assigned to him/her. Each player must know which player he/she is guarding. When the offensive player clears the key area, the defensive player must clear the key. Clearing the key means the defensive player must have both feet removed from the key area and must face the direction of his/her man.
3. Zone defense is defined as: any defensive player covering a specified area and guards only the offensive players that enter this area. **Only one defensive player may guard an offensive player. no double teaming.**
4. It is not a zone defense when an offensive man controlling the ball is open, facing the basket, and is in scoring position. In this situation, any defensive player may guard him to stop him from scoring.
5. **Notwithstanding the above guidelines, the referee has the discretion to call a zone defense whenever it is apparent to him or her that a player is playing an area rather than a man. In addition, a referee should not call a zone defense where a player is simply lost.**
6. Violations for zone defense will be a warning for the first infraction & a technical foul for each subsequent infraction.

Springboro Saturday Basketball

www.springboroyouthbasketball.com

PROTESTS

No games may be protested.

INCLEMENT WEATHER

Weather related closings will be posted at the Springboro Youth Basketball website www.springboroyouthbasketball.com. Coaches will be contacted, and they will contact their team. We can only make up one game, no matter how many games are missed. Make-up game will be executed the first Saturday in March and is contingent upon gym availability.

Kindergarten, 1st Grade Boys, and 1st/2nd Grade Girls Division Rules

1. Games will be played on 8-foot baskets and will utilize a 27.5" basketball.
2. Game will consist of four 10-minute quarters for Kindergarten and four 12-minute quarters for 1st Boys & 1st/2nd Girls.
3. Kindergarten plays 3v3 and does not keep score, 1st Boys and 1st & 2nd Girls play 4v4.
4. Limited double dribble and traveling. This means that the coaches should instruct the players in situations in which these two infractions occur. After the infraction occurs multiple times with the same player, the game should be stopped, infraction explained and restarted at the top of the key. No running with the basketball.
5. No steals off the dribble. Defender may guard and steal a loose ball or pass, but stealing the dribble will be called an illegal steal and the ball will be awarded back to the team that lost possession.
6. All instances where the ball should be taken out of bounds will be granted at the top of the key.
7. One (1) coach for each team is allowed on the court. The assistant coach must be on the bench.
8. **No fast breaks.**

Modified 2nd Grade Boys

1. Games will be played on 9-foot baskets and will utilize a 28.5" basketball. Play 4v4.
2. Game will consist of four 12-minute quarters.
3. Double dribble and traveling will be called. Practice time should be dedicated to coaching players on these two infractions. During games, coaches and referees should explain the infraction and initiate a change of possession.
4. No steals off the dribble. Defender may guard and steal a loose ball or pass, but stealing the dribble will be called an illegal steal and the ball will be awarded back to the team that lost possession.
5. All instances where the ball should be taken out of bounds will be granted at the top of the key.
6. Coaches are NOT allowed on the court.
7. **No fast breaks.**

Modified 3-4th Grade Boys and Girls Rules

1. Games will be played on 9-foot baskets and will utilize a 28.5" basketball. Play 5v5.
2. Game will consist of four 12-minute quarters.
3. Double dribble and traveling will be called. After the infraction occurs a change in possession should be initiated with the ball being taken out of bounds.
4. Steals are allowed off the dribble.
5. Ball will be inbounded by the offensive team. 3/4th grade division will NOT start the offensive at the top of the key.
6. No pressing in the backcourt.
7. Man to Man Defense only.
8. **No fast breaks.**

5/6th Grade Boys and Girls Rules

1. Games will be played on 10-foot baskets and will utilize a 28.5" basketball. Play 5v5.
2. Games will consist of four 12-minute quarters for girls and 14-minute quarters for boys. Difference is due to # players on a team.
3. Full court press is allowed only in the second half and only if the score is within 10 points. If the score is not within 10 points the team down by 10 or more points continues to be allowed to press.
4. Man to Man Defense only.
5. Non-shooting fouls result in the ball being taken out on the side by the offended team (no bonus rule). All shooting fouls result in free throws. By not administering the "bonus" rule we allow all to contribute to continued game action.
6. Player fouls must be maintained by the scorer. If a player commits five fouls they must be removed from the game.
7. Game clock runs continuously. Normal clock stoppage rules will be in effect in the final two minutes of the game.
8. **All other normal rules apply.**