

SMBA
JUVENILE BASKETBALL GAME PLAY RULES
(Revised November 2010)

FIBA rules are used with the following exceptions/amendments

1. NO DUNKING IN WARMUPS

2. BALL

Girls shall play with a No. 6 leather ball; Boys shall play with a No. 7 leather ball. Balls shall be provided for game play by the home team.

3. PLAYING TIME

Games shall be 4 quarters of 8 minutes stop time. The clock stops for all free throws and time-outs. During the last 2 minutes of the game the clock shall stop for made field goals. In league play, there is no overtime. In playoffs there shall be a 2-minute rest followed by 5 minute periods. The first team to 7 points will be declared the winner.

Teams will not be allowed to stall to waste unnecessary time: the referee could ask for a 30 second count to be made.

Note: If Juvenile games are running overtime the last quarter may have to be shortened.

4. SUBSTITUTION

We believe each player must play at least 10 minutes per game, and must play in each half. If a player is injured, ill, late, has 4 fouls, or is being disciplined, this requirement may be waived.

5. THROW-IN

On all throw-ins, the defensive player must be 1 meter from the line (hands and feet). The referee will not handle the ball in the backcourt.

6. PRESSES

A press is allowed any time of the year for the losing team at any score; b) for the winning team if they lead by 20 points or less.

Note:

Shirts may be worn underneath the uniform top.