

Victory Athletics Basketball 14U League Rules

All games will follow 2019-2020 NYSPHSAA Basketball rules with the following exceptions:

- 1. <u>Each team will be required to provide one (1) game ball.</u> Officials will decide which ball will be used. Each team is responsible for own warm-up balls.
- 2. <u>The first team listed on the schedule will be designated as the HOME team</u> and is expected to wear a white or light colored numbered uniform. Jerseys will be provided by Victory Athletics and must be worn during all games. The HOME team must maintain the provided scoresheet.
- 3. The second team listed on the schedule will be designated as the AWAY team and is expected to wear a dark colored numbered uniform. Jerseys will be provided by Victory Athletics and must be worn during all games. The AWAY team must provide a clock keeper in order to keep the official score. **Reset score at 25 point differential.**
- 4. All games will be played in two (2) 16-minute halves. Running clock used except for last 2 minutes of each half. There will be no shot clock. Halftime will be two (2) minutes.
- 5. Each team will be allowed one (1) 30-second timeout per half. There will be no carryover of timeouts from half to half. There will be no timeouts in overtime. Overtime is 2 minutes stop clock on dead balls. Sudden victory if 2nd OT is required.
- 6. Shooting fouls are 1 point and 1 shot (2 points and 1 shot outside the 3-point arc). The 1 and 1 bonus will be awarded after the 10th team foul and the double bonus on the 13th foul in each half. A player will be disqualified from a game after he/she receives his/her 5th personal foul. Technical fouls are automatic 2 points and the ball. Both teams are in double bonus in OT.
- 7. <u>Man-to-Man Defense ONLY in the 1st half of each game.</u> A "trap" is a zone defense and not allowed in the 1st half of each game. If a coach believes that the opposing team is running a zone defense, he/she should bring it to the attention of the official. The site supervisor will not intervene. **Zone Defense is allowed in the 2nd half of each game.**
- 8. Half court press ONLY in the 1st half. Full court press allowed in the 2nd half. Coaches need to pull their full court or half court press if ahead by 15 points or more.
- 9. Officials' decisions are final. No protests allowed. <u>Any player, coach, team representative, or fan who attempts to make a travesty of the game OR receives 2 technical fouls in one day will be ejected and be required to leave the property immediately. A one (1) week suspension will be enforced for the team's next scheduled week of play. 2 ejections will result in the individual being banned from the league.</u>
- 10. Only eligible players of the team plus two coaches may be allowed on the team bench.
- 11. Coaches are responsible for the conduct of their players and fans both on and off the court.