



## **DAC JUNIOR LEAGUE (13-14) RULES**

## **DAC SENIOR LEAGUE (15-17) RULES**

### **ONLY GOOD SPORTSMANSHIP WILL BE TOLERATED.**

Coaches, players and/or parents who do not display good sportsmanship in the gym will be asked to leave if requested by Referee or the Commissioners.

**Failure to leave the gym will result in either cancellation or forfeit of game.**

**An automatic one game suspension will be enforced if Coach or Player is assessed two Technical Fouls and is ejected from game. Co-Coach or team parent must be available to manage the team in the event of ejection. Incident to be reviewed and subjected to Commissioners discretion as to additional penalties.**

### **GENERAL RULES**

- An official game consists of 5 players per team on the floor. You can play with 4 and have it count as an official game.
- In the event of a tie after regulation, there will be one overtime period
- Overtime is three minutes. Last two minutes is stop time. After One Overtime, if a regular season game is tied game will end in a TIE. Playoffs or games to decide playoff seeding will play till conclusion.
- If a team has only 4 players the other team plays with 5 against 4. The opposing coach may play 4 on 4 if so chooses only if he has less than 7 players.
- Each team has 4 (1 min) time outs per game. 1 timeout will be given to each team in overtime. **No carry over time outs from regulation to overtime.**
- Teams will substitute according to the rules applicable under Playing Time. Before each segment begins, one of the coaches from each team will report to the table to give the players that are sitting out the segment. The Referee and the Commissioner may assess a technical foul to any coach /team upon discovering that a team is in blatant violation of the substitution rule. Coaches who are warned frequently of such violation during the course of the season will be automatically assessed
- All Legal Defense are permitted. No pressing if up by 20 or more. **(Good Sportsmanship Rule)**.(Defense to drop back to half court )
- The ball must be brought to the front within ten seconds. Ten second rule will be enforced.



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### INJURY TIMEOUT

- An injured player must be removed from the court for at least one possession unless a timeout is called by the coach. Referee and or desk have discretion to remove player from game if deemed physically unable to perform.

### GAME TIME:

- There is a 45 second break in between segments to get the team back on the floor with the proper substituted players  
(This is not an official time out – Referee may access delay of game warning to team that is not on the floor – 2 Warnings = Technical Foul)
- No substitution of players during a segment. Only exception is an injury or sickness of child on floor.
- Game Clock is constant running, exception shoot fouls, last two minutes of (8) eighth and final segment and last two minutes of overtime.

### Playing Time:

- Each child dress in uniform on the bench who is not injured prior to the start of the game must play at least 4 of the 8 segments or half a game. The child must play 2 in the first 4 segments and 2 in the last four segments.
- When a team has 7 –8 players, **no one player** can play more than 6 segments per game. All children must play a minimum 4 segments.
- When a team has 6 players **each player must sit at least one segment**. Player can play 7 segments in a game provided all the players have played required time.
- When a team has 4-5 players all **players** play a full game
- If a team has only 4 players the other team plays with 5 against 4. If a fifth player arrives during a played segment , the player is inserted into the game at the start of the following segment

NOTE: If one team starts a game and has only 5-6 players, the opposing team is allowed to have a designated child play 7 segments provided all the players have played required time

- **If a child arrives late to the start of a game, that child must sit out one full segment once he is on the bench. Once inserted into the game the child must follow playing time rules as directed above.**

(Examples)...

1. Child arrives for start of second half, that child can only play a maximum of three segments.
2. Child arrives in the middle of segment 2, that child must sit segment 3 and be inserted into game in segment 4.



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**Playing Time (cont):**

- If a fifth player arrives during a played segment , the player is inserted into the game at the start of the following segment

**Last Segment (8<sup>th</sup> & Overtime) Open Substitution Rule**

- Teams that completed their substitutions according to the rules applicable under “Playing Time” may open substitute players in only the last segment of the game and in the overtime segment.

Note: Any child who is playing his second segment of the half cannot be substituted from the game in the last segment but can be substituted in the overtime segment.

**Fouls:**

- 6 Fouls and a player is removed from game  
7 Team fouls in a half 1 and 1  
10 Team fouls in a half Double Bonus.  
Technical Fouls - 2 Shots and the possession of basketball.

**Shorthanded Rules – Fouls**

*When a team has 4-5 players and a child gets 6 fouls, that child may remain in the game however If that same child fouls a 7<sup>th</sup> time or more the other team is awarded a two shot technical foul and possession of the ball.*

- *This rule applies to both shooting and non-shooting fouls regardless.* If fouled in the act of shooting, the player is awarded two technical fouls and the proper amount of foul shots for the infraction.

The coach may remove the child from the game if the team has 5 players .  
Team cannot play with no less than 4 players.

**Technical Fouls**

The Referee shall assess technical fouls  
Technical Fouls - 2 Shots and the possession of basketball

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