

DOWNEY JUNIOR ATHLETIC ASSOC., INC. DJAA BASKETBALL RULES

These rules in conjunction with the General Rules of the Association, shall govern the basketball activities for DJAA. It is imperative that Managers and Coaches familiarize themselves with each. A good knowledge of CIF Rules will be beneficial. CIF Rules shall govern any circumstances not covered in DJAA Rules.

I PLAYING RULES:

A. GAME TIME:

1. Inability to field a team at the scheduled game time results in forfeiture.
 - a. No grace periods will be permitted.
 - b. A team present must be five (5) players. Failure to have (5) five players on the playing court will result in forfeit of that game.

B. PLAYING TIME:

1. All divisions will play four (4) ten (10) minute quarters.
2. There will be a one (1) minute time-out between each five (5) minute period and a five (5) minute rest between halves.
3. Regular stop clock rules (CIF) will be in effect for the last five (5) minute period of the game for all divisions. In Midget, Frosh, and Soph the clock will stop on all free throw attempts during the entire game. Overtimes in Mustang, Pioneer, Midget, Frosh, and Soph shall employ the stop clock. Refer to section VII.8 for T.I. and Mitey Mite.
4. The (35) thirty-five second shot clock will be used for the Midget, Frosh, and Soph Divisions only. If there is no 35-second clock available, the game will proceed without the shot clock rule.
5. Any player that shows up for a game by game time shall play in that game.
 - a. Any player arriving after the start of the game, but before the end of the 1st quarter, shall NOT play in the first half.
 - b. Any player affected by 5a must play at least 5 minutes in the 2nd half; affected player may play the entire second half.
 - c. The end of the 1st quarter occurs at the sounding of the horn ending said quarter.
 - d. A player arriving after the end of the 1st quarter is ineligible to play in that game.
6. In all divisions each player must play a minimum of ten (10) minutes of each game. Five (5) minutes consecutively (one complete 5 minute period) in each half. For the purpose of accomplishing minimum play requirements: Partial periods may not be added. The player must start, not be substituted out, and finish the 5-minute period unless a player injury occurs.

PENALTY: Failure to comply to above format is forfeit of game.

7. Each player that shows up for a game shall also sit out of that game for ten (10) full minutes during each game. Said ten (10) minutes may consist of ANY TWO (2) FIVE MINUTE PERIODS during the game.
 - a. EXAMPLE: The whole first or last quarter or any two five (5) minute periods.
 - b. In the Sophomore Division players must sit out one (1) full five (5) minute period.
 - c. In the event of a free throw at the end of a five (5) minute period, the player shall shoot the free throw and the next five (5) minute period will start with team in control of arrow getting possession, whether the free throw was made or missed.
8. If no more than six (6) players show up for the game, no more than two (2) players may play in all four (4) quarters. The two (2) players must be designated prior to start of game. The other four players must sit out one full five-minute period each half.
9. If a player(s) either fouls out or becomes injured and all remaining eligible players have played their maximum allowable time, the remaining eligible player(s) with the minimum playing time will be allowed to enter and finish (barring injury or ejection) the period. The player(s) with the minimum playing time will be evaluated at the start of each subsequent period. Failure to provide 5 players on the court will result in automatic forfeiture of the game.
10. PENALTY for Violation of rules in #IB5, #IB6, #IB7, #IB8, and #IB9 is automatic forfeiture.
11. In case of tie score at the end of regulation playing time, a maximum of two (2 each) three (3) minute overtime periods shall be played. If the score is still tied at the end of overtime play, a third overtime period shall be played, but the team scoring first in this period shall be the winner (sudden death rules). Refer to Section IB3 for stop clock requirements.

C. TIME OUTS:

1. Four (4) time-outs are to be allowed in the game and may be taken at any time.
 - a. A team requesting an unauthorized time out will receive a technical foul and lose possession of the ball.
 - b. See Rule B5 for Official Time out by Timekeeper for four (4) minute substitution.
2. A maximum of one (1) minute (stopped clock) will be allowed to enable each manager to field his team, etc. Failure to comply with this rule will result in a technical foul.

D. SUBSTITUTIONS:

1. Substitutions may be made during free throws, time outs, out-of- bounds, as well as between quarters and halves. Clock shall be stopped during substitutions.
2. Players must be recognized and recorded by scorekeepers and timekeeper as indicated in Rule D1.

E. SCORE SHEETS:

1. Home team scorebook is the official score book and must be signed by opposing manager and timekeeper.
2. Referees are required to check the scorebooks at the end of each period to see that they agree.
3. All forfeited games must be entered on a regular score book, with an explanation of same.
4. Team Roster shall be entered numerically on scorebook, with notations to describe any absences.
5. Timekeeper will also make periodic checks of scores to see that scorebooks agree. The timekeeper will sit between scorekeepers.
6. Once a player at the free throw is handed the ball by the referee, he must attempt the free throw within 10 seconds.

II BACK COURT PRESS

A team with a 20 or more point lead is not allowed to use a backcourt press. The first violation will result in a warning to the bench. All subsequent violations will result in a technical foul. Pressing is the in bounding of the ball in the backcourt not a change of possession.

III Technical Fouls

In all divisions any combination of three unsportsmanlike technical fouls called per team will result in an automatic forfeit of the game. An Incident Report will be generated by the Head Official with an explanation of all-technicals given. Report to be given to the Head of Referees.

IV Uniforms

Jerseys/Shorts - Refer to section IIA.

Shoes - Refer to section IIB2.

Equipment - Refer to section IIIB.

V Mercy Rule

- A. After a 20 point lead by either team the following will apply:
 1. Entire Game: - The game will proceed but the score will not be displayed until it is under (20) twenty points. This will be in effect throughout the game.
 2. Start of 4th Quarter: - If any team is ahead by 20 or more points
 - a. The clock will run on dead balls and free throws.
 - b. Time outs will revert to 0 and play will continue until the end of the game. If the score drops below the 20-point mark, regular rules apply.
 - c. During the running clock period a team with possession of the ball may ask the official for stoppage of play to make substitutions, but the clock will not stop and the team will retain possession.

VI. In bounding the Ball

- A. At the end of each period the ball will be in bounded at half court.
- B. At the start of the 2nd period through the 8th period, the ball will be in bounded per possession arrow.

VII SPECIAL RULES GOVERNING LOWER DIVISION TEAMS FOR BASKETBALL:

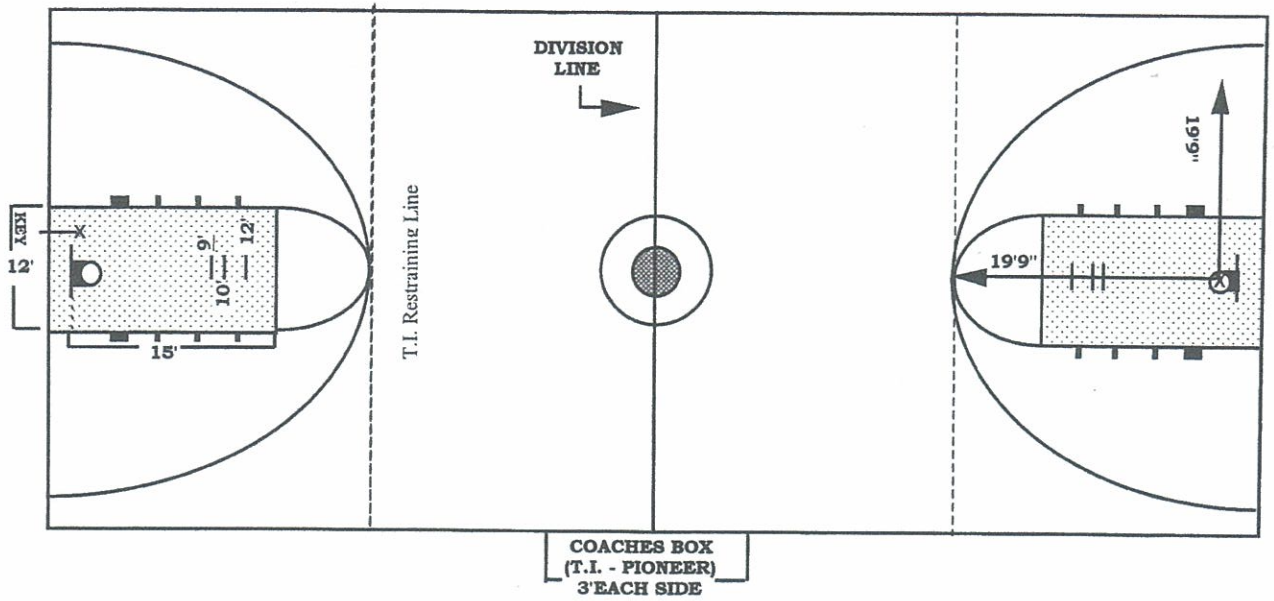
- A. The following rules shall apply to TINY INSTRUCTIONAL, MITEY MITE, MUSTANG, and PIONEER Divisions.
1. Three-second rules shall not apply to play in the Tiny Instructional, Mitey Mite, or Mustang divisions. The Pioneer Division will use the 3 second rule.
 2. Mustang will use five (5) second rule.
 - a. No three-point shots will be counted in T.I, Mitey Mite, or Mustang Divisions.
 3. T.I. and Mitey Mite must set up below 3 point line at all changes of possessions.

In the T.I. Division the players must set up below the top of the three-point arc and must not defend until the ball crosses this imaginary line, which runs across the court (see diagram below). The offensive team in the T.I. division cannot shoot beyond this point or the ball will be automatically be given to the opposing team for side court in bounding. Exception: Shots taken beyond the imaginary/restraining line within the last 3 seconds of the period will be allowed.

In the Mustang Division, defensive players must set up below 3 PT line on all Backcourt inbound plays till ball passes half court line. During the last two (2) minutes of the game, the team calling time out in the backcourt must inbound the ball at midline into the forecourt.

Pioneer Division will be exempted from this rule and will be governed as the Midget, Frosh, and Soph Divisions. Any team with a twenty point or more lead may not press.
- NOTE: Key is defined as rectangular area defined by lines on floor.
PENALTY: Technical foul for each violation: No ejection from game.
4. In T.I. and Mitey Mite divisions all free throws will be shot on all fouls (only one shot for non shooting fouls). Bonus free-throw rule does not apply to these divisions.
 5. Foul line is advanced in lower divisions as follows:
 - a. T.I. and MITEY MITE Nine (9) ft.
 - b. MUSTANG DIV. Ten (10) ft.
 - c. PIONEER DIV. Twelve (12) ft.
 6. Tiny Instructional through Pioneer - Only team spokesman is permitted in coaching box during game and he or she shall remain in coaching box during playing time.
 - a. Coaching box extends three (3) feet on each side of center line off the playing floor.
 7. There are no 3-point shots in Mustang Division and lower.
 8. T.I. and Mitey Mite will have a running clock through the entire game.
 - a. In Mitey Mite the clock will stop on all foul shots the last minute of the game.
 9. There will be no score kept in T.I., minimum playtime and fouls will be monitored by scorekeeper. Failure to comply will result in Incident Report written by scorekeeper/referee to be submitted to Head of Referees and/or Head Sport Commissioner to be reviewed for possible discipline to team manager.
 10. There is no overtime in Mitey Mite and T.I.

Typical Basketball Court



Revised 8/27/04 by DJAA Board of Directors