

SOUTHWEST SPORTS ASSOCIATION
RULES & REGULATIONS
3rd through 5th Grade

1. Great Sportsmanship is expected by all spectators, coaches and players. Any spectator, coach, or player who exhibit poor sportsmanship will be responsible for their actions and will be escorted out the gym/building.
2. All team members must be members of the SOUTHWEST SPORTS ASSOCIATION. Members are defined by completed rosters.
3. Please ensure that you have completed and turned in your player rosters no later than the 3rd game along with any monies due. If you have not turned in your money to a board member by the third game you game will be forfeited until money is received.
4. Any protest must be made prior to the end of season.
5. All teams can consist of seven (7) players or more per team.
6. All teams must consist of four (4) players of the Team's roster to participate during the game; at game start, otherwise it's a forfeit.
7. No jewelry or metal of any kind is to be worn by players on the court during a game.
8. Dribbling a basketball that is not the game ball during a game will be given one warning and then a technical for each occurrence.
9. Parents are not allowed to be with a team unless their child is injured or is part of the team as a Coach or Assistant Coach. A Coach or Assistant Coach is designated by the coach's application that they filled out prior to the league.
10. Only one Coach (Head or Assistant) is allowed to be standing at one time, and must be in their designated Coach's box.
11. Coaches are not allowed to walk onto the court at anytime unless there is a hurt player. The hurt player must be substituted and sit (if capable) on the bench until the next dead ball.
12. Coaches are not allowed to talk to the scorekeeper unless there is a dead ball or a time out is called
13. Coaches are not allowed to talk to a referee. If they need to talk to a referee they will need to call a timeout and talk to the scorekeeper. Then the scorekeeper will let the referee know that there is an issue. If the referee wants to discuss about the issue it is his/her choice.
14. If the issue was not meet to the coach's satisfaction then the coach can talk to the director overseeing the location about the issue, while his/her assistant coach, coaches the game. The game continues on while the discussion is being held. This discussion will be out of ear shot of all parties involved preferably out in the hallway.
15. All players must wear non-marking shoes at all times. If found on player, the player will be ask to change his/her shoes or to sit on the bench for the remainder of the game.
16. Coaches can not add any players to their roster after the third (3) game is played. No player will be allowed to play on two teams in the same division no exceptions. All rosters must be turned in by the 3rd game for the purpose of verification, creation of score sheets, and to maintain structure..
17. Coaches are responsible for following all the rules as presented by the league directors. Verbally or Written.
18. If a player or Coach is ejected from a game, gym, or building he or she will not be able to participate in the next game. If they are ejected again they will be suspended for the remainder of the season. If player or Coach is involved in a altercation of any kind both parties involved will be suspended for a entire year no exceptions.
19. Score sheet should be filled out before the end of the game prior to your game. If it's the first game of the day, have it filled out three (3) minutes before start of game. If score sheet is filled out with your roster, please ensure that the names and numbers are correct and initial at the end of your roster. By initialing you agree that roster is correct; please make any necessary changes prior to you signing off. Please verify that score sheet is ready for your team at-least 8 minutes prior to the start of your game. If this is not done a team could receive a Technical foul.

SOUTHWEST SPORTS ASSOCIATION
RULES & REGULATIONS
3rd through 5th Grade

20. Any team or teams that forfeit three games in one season will forfeit the rest of the season no exceptions.

21. No more than two (2) offensive players on one side of the court during a “spread” play.

22. Fouls:

- a. **Personal fouls:** Personal fouls include any type of illegal physical contact.
 - i. Hitting
 - ii. Pushing
 - iii. Slapping
 - iv. Holding
 - v. Tripping
 - vi. Illegal pick/screen -- when an offensive player is moving. When an offensive player sticks out a limb and makes physical contact with a defender in an attempt to block the path of the defender.
- b. **Personal foul penalties:**
 - i. If a player is shooting while being fouled, then he gets two free throws if his shot doesn't go in, but only one free throw if his shot does go in.
 - ii. Three free throws are awarded if the player is fouled while shooting for a three-point goal and they miss their shot. If a player is fouled while shooting a three-point shot and makes it anyway, he is awarded one free throw. Thus, he could score four points on the play.
 - iii. Inbounds. If fouled while not shooting, the ball is given to the team the foul was committed upon. They get the ball at the nearest side or baseline, out of bounds, and have 5 seconds to pass the ball onto the court.
 - iv. One & one. If the team committing the foul has seven or more fouls in the game, then the player who was fouled is awarded one free throw. If he makes his first shot, then he is awarded another free throw.
 - v. Ten or more fouls. If the team committing the foul has ten or more fouls, then the fouled player receives two free throws.
- c. **Charging:** An offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon.
- d. **Blocking.** Blocking is illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket.
- e. **Flagrant foul.** Violent contact with an opponent. This includes hitting, kicking, and punching. This type of foul results in free throws plus the offense retaining possession of the ball after the free throws. The Player could also be subjected from being ejected from game, or suspended for the remainder of the season, depending on severity of offense.
- f. **Intentional foul.** When a player makes physical contact with another player with no reasonable effort to steal the ball. It is a judgment call for the officials.
- g. **Technical foul.** A player or a coach that commit this type of foul. It does not involve player contact or the ball but is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as can technical details regarding filling in the scorebook improperly or dunking during warm-ups.

23. Violations:

- a. **Walking/Traveling.** Taking more than 'a step and a half' without dribbling the ball is traveling. Moving your pivot foot once you've stopped dribbling is traveling.
- b. **Carrying/palming.** When a player dribbles the ball with his hand too far to the side of or, sometimes, even under the ball.

SOUTHWEST SPORTS ASSOCIATION
RULES & REGULATIONS
3rd through 5th Grade

- c. **Double Dribble.** Dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble.
 - d. **Held ball.** Occasionally, two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and awards the ball to one team or the other on a rotating basis.
 - e. **Goaltending.** If a defensive player interferes with a shot while it's on the way down toward the basket, while it's on the way up toward the basket after having touched the backboard, or while it's in the cylinder above the rim, it's goaltending and the shot counts. If committed by an offensive player, it's a violation and the ball is awarded to the opposing team for a throw-in.
 - f. **Backcourt violation.** Once the offense has brought the ball across the mid-court line, they cannot go back across the line during possession. If they do, the ball is awarded to the other team to pass inbounds.
 - g. **Time restrictions.** A player passing the ball inbounds has five seconds to pass the ball. If he does not, then the ball is awarded to the other team. Other time restrictions include the rule that a player cannot have the ball for more than five seconds when being closely guarded.
24. The game will consist of one half of 16:00 (16) Minutes, second half will consist of two 8 minute quarters. The fourth (4) quarter will allow pressing unless the team is up by ten (10) points.
25. **Time Outs:**
- a. Two in the first half and two in the second half.
 - b. Unused times outs do not carry over to the next half
 - c. In case of an overtime, each side only has one (1) timeout
26. **Defense:**
- a. First three (3) Quarters
 - i. May play any zone.
 - ii. No pressing
 - iii. You are allowed one warning per offense, after that a Technical foul for each offense
 - iv. In tournaments there are no warnings

SOUTHWEST SPORTS ASSOCIATION
RULES & REGULATIONS
3rd through 5th Grade

- b. Pressing:
 - i. Only in the fourth quarter is pressing allowed
 - ii. If a team has a ten (10) point lead they can not press until the ball goes across the half court line

27. A game will be started by Tip Off

- a. The possession arrow will then be turned in the opposite direction of the team that won the tip off
- b. The possession arrow will be switched at every time the referee's call a jump ball
- c. The possession arrow will be switched at half time to take in consideration of switches goals after the half

28. Cheerleaders are allowed only on the court at halftime.

29. A player is only eligible to play in a tournament game if they play in three (3) regular season games.

- a. A player is considered eligible only if they are on the scorekeepers sheet
- b. In full uniform

30. During technical foul shots

- a. Coach's can not talk to players
- b. Players must line up at half court

31. The Southwest Sports Association League is not responsible for lost or stolen articles.