

Dublin Youth Athletics

Basketball Rules

The following rules apply to all DYA leagues. Other local rules by specific league follow.

Note: Unless specifically addressed below, Ohio High School Rules apply. No rule may be changed by anyone other than the DYA Director of Basketball. Rule changes from last year are **highlighted**.

1. Game time is forfeit time. Four players are required to begin the game. Late arrivals on the four player team may enter the game immediately.
2. Coaches are permitted one minute for player match-ups prior to the start of each quarter.
3. Games will consist of four quarters; continuous clock, one minute between quarters. Clock stops on whistles during the last minute of first half and during the last two minutes of the second half. Three minutes for halftime. Two minute overtime with running clock that stops during the last 30 seconds. Sudden death thereafter, with the first team to lead by two points winning. One time out per team during overtime. No time-outs or substitutions during sudden death.
4. All players must play a minimum of one full quarter each half. No player may play more than one more quarter than the teammate who plays the fewest number of quarters.
5. Substitutions permitted at any time for disqualified, injured, or sick players. Otherwise, players must play the entire quarter, except as noted in #6 or in league specific rules.
6. Teams may substitute for any player in the fourth quarter only, provided players entering the game must be of lesser ability than the person replaced. The replaced player may not return in the quarter.
7. During overtimes and sudden death periods any eligible player may start. Overtimes and sudden death periods do not count toward quarters played
8. Each team receives two time-outs per half. No carryover of timeouts to the second half or overtime.
9. Bonus free throws begin on the seventh foul of each half. Two shots on the tenth team foul per half.
10. Three point shot will not be used unless the floor is properly marked.
11. All players must wear the official DYA green and white reversible basketball jersey during games. All numbers are legal.

Additional Local Rules by Specific League

Third grade boys and girls leagues

Fourth grade boys and girls leagues

1. Each team will have all players present shoot one free throw and one layup prior to the start of the game. Each free throw made will count one point and each layup made will count one point toward each team's score to start the game. Each player shoots only one free throw and one layup, regardless of the total number of players present for his team.
2. Games consist of 8 minute quarters.
3. Free throw line is 9 feet, except fourth grade boys which is 12 feet.

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4. Zone defenses are prohibited. Man-to-man defense only. Defensive players will pick up the offensive players once they have passed the top of the key extended. If the offense does not penetrate the top of the key extended, the defense can pursue above the top of the key extended. Defensive players must be within 5 feet of their assigned offensive player once the offensive player penetrates the top of the key extended. No trapping outside of the paint. Defense is permitted to double team the ball in the paint area if defensive players are in the paint. Defense may switch to help screened teammates. No backcourt defense or press defense at any time during the game. No four corner or "clear-out" offenses.
5. Lane violation is 5 seconds.
6. Following time-outs in the last 30 seconds of the game, the clock does not restart until the ball is put into play in the frontcourt.
7. Basket height is 10 feet, except third grade girls league, which is 8 feet.

Fifth grade boys and girls leagues

1. Each team will have all players on the team shoot one free throw prior to the start of the game. Each free throw made will count one point toward each team's score to start the game. Each player shoots only one free throw, regardless of the total number of players present for his team.
2. Games consist of 9 minute quarters.
3. Free throw line is 12 feet.
4. Zone defenses are prohibited. Man-to-man defense only. Defensive players must be within 5 feet of their assigned offensive player once the offensive player penetrates the top of the key extended. No trapping outside of the paint. Defense is permitted to double team the ball in the paint area if defensive players are in the paint. Defense may switch to help screened teammates. No backcourt defense or press defense at any time during the game. No four corner or "clear-out" offenses.
5. Following time-outs in the last 30 seconds of the game, the clock does not restart until the ball is put into play in the frontcourt.

Sixth grade boys and girls leagues

1. Games consist of 10 minute quarters.
2. For tournament games only additional two-minute overtimes will replace "sudden death" if the score remains tied. One time-out per team each overtime.
3. There are no restrictions on frontcourt or backcourt defense. However, once a team achieves a ten-point lead in a quarter, it may no longer apply backcourt defense in the remainder of that quarter.

Boys and girls leagues for grades 7 through 12

1. Games consist of 10 minute quarters. In addition to the substitutions at the end of each quarter, substitutions are also made at the first break in action nearest the 5 minute mark of each quarter.
2. In the last two minutes of any game in which one team leads by 20 points or more, the clock will run continuously to the end of regulation.
3. For tournament games only additional two-minute overtimes will replace "sudden death" if the score remains tied. One time-out per team each overtime.