



Elite Basketball Rules

Ball Size: 9U – 28.5; 11–15U – 29.5

Court Size: Full Court

Hoop Height: Ten (10) feet.

Rosters:

- All players must be registered with National Sports ID to be eligible to play.
- All teams will be required to do a roster check 15 minutes before the start of the match. Any players not on the official roster will be unable to participate after week 2 of the season.
 - All players must be present for roster checks.
 - Coaches and parents are not allowed to check in for players.
- Multiple roster teams– Coaches with multiple teams in one division must have 2 distinct rosters for their teams and may not share players.
- Players who are registered and paid in two separate age divisions are eligible to play in both, at their own risk. Please note that game schedules, playoffs, and championships may conflict, and NYS will not make accommodations for players on dual rosters.
- Teams are allowed a maximum of 2 players to dual roster per season.
- Non Rostered players are not permitted to participate. Forfeits will apply to any team who plays a non rostered player.
- Each team will have a maximum of thirteen players on their roster. Any more than thirteen players must be approved by the league coordinator and head coach.
- Teams must start the game with a minimum of four (4) players. Teams are unable to play with less than four (4) players.
- NYS coaches are given the authority to sit a player that is acting unsportsmanlike or that has missed several practices without a legitimate excuse. The referee must be notified before the game is started.
- Playing time is under the coach's discretion.

Coaching Staff:

- All coaches must stay within the coaching/bench area during the match. Teams are allowed up to 3 coaches in the coaching area. Only one coach standing at all times.
- Coaches are not permitted to stand on opposite sides of the court.
- Coaching staff must pass a thorough background check, NSID, and NYS account.
- NYS Coaches are required to show good Sportsmanship towards other Coaches, Players, Scorekeepers & Officials. The first Bench Technical called by an official on a Coach requires

Coach to sit for the duration of the Game. On a second Bench Technical, the Coach must leave Facility in a timely manner.

Sidelines:

- Bench players must be off of the court and seated.
- Coaches are responsible for controlling their sidelines.
- Officials will communicate with the Coaches only.
- Trash talking will result in a technical foul.

Gameplay:

- All league games will be played under NFHS rules unless otherwise notated below.
- A jump ball will start each game.
- The free-throw line will be twelve feet from the basket. The player may not land over the line after shooting a free throw. All other players lined up may not move until the ball is released from the shooter's hand.
- The game will be played five-on-five.
- Open substitution is allowed on any stop in play. Players must be sitting at the score table and noticed by the referee before entering the game. No stalling when substituting.
- The game will consist of four, eight-minute quarters with a running clock except for timeouts and the last two minutes of the fourth quarter when the clock stops for every whistle with a game score difference of 10pts or less. There will be two, thirty-second timeouts per team per half. Unused timeouts do not carry over to the next half or overtime period. Half-time will last three minutes with one minute between quarters.
- Game standings will be kept online weekly at www.nysnevada.com. Game time will be kept by either the official or scoreboard clock.
- Lane violations will be called at three (3) seconds.
- Players will foul out on their fifth foul.
- Defense can be man-to-man or zone.
- Double teaming is allowed.
- Backcourt defense press is allowed.
 - Exception for 9U: No press with 10 point difference
 - Exception for all other age groups: No press with 20 point difference.
- Clear-outs are not allowed.
- Possession will alternate each quarter, jump ball, or double foul.
- There will be forfeits! If a team does not show up on time or the required number of players are not available for play, that team will forfeit the game. However, the teams do have the option of playing with fewer players but both teams must agree.

Overtime Rules:

- The **FIRST** overtime will be **TWO** minutes.
- Same clock stoppage rules as the final two minutes of regulation time. Officials will communicate with the Coaches only.
- The **SECOND** overtime will be **ONE** minute.
- Same clock stoppage rules as the final two minutes of regulation time. Fouls will carry over.
- The **THIRD** overtime will be first to score! The final overtime period will begin with a jump ball and the first to score from there wins. Fouls will carry over. Teams can win from a free throw.

Standings and Playoffs:

- The Season tournament will be single elimination.
- Playoff bracket will be scheduled after league play results are received and confirmed.
- Additional Tournament Rules:
 - Players must have been added to the roster before the week 3 game to participate in the tournament.

- Teams must have 6 players to compete in tournament matches.
- Standings are to be determined by the following:
 - Two teams tied for one place:
 - Head-to-head result (win/loss)
 - Point differential (total points scored – total point allowed),
 - Total points scored
 - Coin toss
 - Three or more teams tied for one place:
 - Head-to-head winning percentage among tied teams
 - Only applies if all tied teams have played each other at least once
 - Only games between the tied teams are used
 - Point differential (total points scored – total points allowed)
 - Total points scored
 - Draw for seed (1-2-3-4 etc.)

Coaches and Spectator Conduct/Responsibilities

- Family members, parents, and spectators are required to observe the contest from designated areas.
- Participants, coaches, parents, and family members must conduct themselves appropriately during gameplay.
- Participants, coaches, parents, and family members will refrain from the use of drugs, tobacco, and alcohol at all NYS facilities. Any use of these items will result in immediate removal from the field.
- Artificial noisemakers, such as, but not limited to, air horns, cowbells, drums, megaphones, car horns, etc., shall not be allowed. Electronic devices used to communicate between the Players and Coaches is not allowed.
- Inappropriate, rude, or confrontational behavior by a coach, player, or spectator may lead to disqualification from the game and possible suspension. These decisions are made at the sole discretion of the NYS League Officials.

RULES SUBJECT TO CHANGE WITHOUT NOTICE