



Stow Youth Basketball Association Rules Info

SYBA Basketball Rules Info

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Note: National Federation of State High School Associations, NFHS, Rule references are noted in brackets [], Case Book references in {}

10 Second Violation [9-8]:

A violation that occurs when a team is in continuous control (see Control-Team) of the ball for 10 seconds or more in their backcourt. The 10 second count resets if there is a dead ball situation.

Airborne Shooter [4-1, 4-19-1]:

Is a player who has released the ball on a shot attempt and has not yet returned to the floor. That player is considered to be in the act of shooting until they indeed return to the floor. A foul can be called, even on a dead ball, while a shooter is airborne.

Alternating Possession/Arrow [4-2, 4-3, 6-4]:

Once the ball is secured by a player at the start of the game the arrow is set to the opponents (the one that did not get the tip) direction. The arrow is then used to dictate possession at the start of each quarter or half as well as in situations such as a held ball.

Backcourt Violation [4-4-6, 9-9]:

A violation when a team that had control of the ball in their frontcourt touches the ball when it is in the backcourt if it has not been last touched by an opposing player. During a dribble from the backcourt, team gains front court status when both the ball and both of the player's feet have touched the frontcourt.

Backboard [4-4-5, 7-1-2]:

The front, top, sides, and bottom of the backboard are all in play. The ball cannot pass over a rectangular backboard from either direction. The back of a backboard is out of bounds as well as the supporting structures.

Block [4-7-1]

A Block is impeding the progress of an opponent, with or without the ball, by a defender that does not have Legal Guarding Position.

Closely Guarded [4-10, 9-10-1]:

The closely guarded rule is in effect in frontcourt only, when a defender is within six feet of a player with control of the ball (see Control - Player). Up to three separate five-second counts may occur on the same ball handler: holding, dribbling, and holding. The count continues even if defenders switch. The five-second count ends when a dribbler gets their head and shoulders ahead of the defender.

Carrying [4-15-4]:

Carrying is when a player gains an advantage when the ball comes to rest in the player's hand, and the player either travels with the ball, or dribbles a second time. There is no restriction as to how high a player may bounce the ball, provided the ball does not come to rest in a player's hand.

Control - Player and Team [4-12]:

A player is in control when they are holding or dribbling a live ball inbounds.

A team is in control when a player from that team is in control, while being passed among teammates, and during a loose ball (team last in control). It ends when the ball is in flight for a try, the other team gets control, or the ball becomes dead.

Charge [4-7-2, 10-6-6, 10-6-7]

A Charge is moving/pushing into and displacing the torso of a defender that has Legal Guarding Position.

Dribble [4-15, 4-44]:

A dribble begins when a player in control pushes the ball to the floor. The player can only touch the ball once before it strikes the floor, provided she/he was last to touch, to maintain a legal dribble. Multiple steps may be taken during the dribble process. {Case Book 4.15 Comment} It is not possible for a player to travel during a dribble.

Free Throws [4-20, Rule 8, 9-1-3c]:

During a free throw, no opponent, including bench personnel, may disconcert the free thrower. A player attempting a free throw has 10 seconds to execute the attempt after the ball is at their disposal.

Fumble [4-21]

A fumble is the accidental loss of player control when the ball is unintentionally dropped or slips from a player's grasp. During a fumble the player is not in control (See Control-Player) of the ball, and therefore, cannot be called for a traveling violation. {Case Book 4.15.4 Sit D} After a player has ended a dribble and fumbled the ball, that player may recover the ball without violating, but may not start a new dribble. {Case Book 4.25 Comment} A player who fumbles the ball when receiving a pass may legally start a dribble.

Held Ball [4-25]:

A held ball occurs when opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness or {Case Book 4.25.2} when a player places hand(s) on a ball during an attempt of an airborne shooter preventing release of the ball.

Illegal Dribble [4-12-1, 4-15-4d, 9-5]:

After the players dribble has ended, they may not dribble a second time unless they release a try for goal, an opponent touches the ball causing loss of control, or they regain player control after a teammate has had control.

Intentional Foul [4-19-3, 7-5-4, 10-6 Penalties #4]:

When a player holds, pushes or grabs away from the ball, uses undue roughness, or it is clear there was no attempt to play the ball, the foul can be an intentional foul. An intentional foul awards 2 shots and the return possession of the ball to the offended team.

Legal Guarding Position (LGP) [4-7] [4-23][10-6-1][10-6-8]:

Legal Guarding Position (LGP) is the legal position a defender may assume to guard a player. To obtain, a defender must have both feet on the court and be facing an opponent. This position is maintained even when the defender moves backward, sideways, or rises vertically. LGP is lost when the offensive player gets both head and shoulders in advance of the defender. There is no LGP for a player that is not inbounds, contacts with an extended arm, shoulder, hip, leg, or if the defender is moving forward toward offensive player.

Rebounding [4-37, 10-6-11]:

There is no player or team control during a rebounding situation. There must be contact to have a foul. It is a foul to displace an opponent.

Screen [4-40]:

A screen or pick is an action by a player intended to delay or prevent an opponent reaching a desired position. To establish a legal screening position the player must get to the spot without touching the opponent, must be stationary within 2 normal strides for a moving opponent, allow opponent 1 step back when screening from behind. If players are moving in the same direction the screener does not have to be stationary and time/distance have no bearing. A player who is being screened must attempt to go around the screen if they see it and cannot force thru it by using arms, hands, hips, or shoulders.

Shot Attempt [4-12-3, 4-41]:

The shooter can retrieve his or her own try, including an "airball", if the referee considers it to be a shot attempt. The release ends player/team control. It is not a violation for that player to start another dribble at that point.

Throw-in [4-4, 4-42, 7-5, 7-6, 9-9]:

The defender may not break the imaginary plane during a throwin until the ball has been released on a throw-in pass. The inbounding player has five seconds to release the ball once at disposal and must pass, not hand, the ball to a teammate. The ball can always be passed into the backcourt during a throwin as team control has not been established. This situation is not a backcourt violation, even if the ball is touched, tapped, or batted by an offensive player. The ball is considered at disposal of the team and the throwin starts when it is handed or caught by the player from a referee or when placed on the floor at the spot. Also when available to a player after a goal. Spot - During a designated spot throw-in, the player inbounding the ball must keep one foot on or over the 3 foot wide designated spot. An inbounding player is allowed to jump or move one or both feet. A player inbounding the ball may move backward as far as the five-second time limit or space allows.

After Goal - After a goal, or awarded goal, the team not credited with the score shall make the throw-in from any point outside the end line. A team retains this "run the endline" privilege if a timeout is called during the dead ball period after the goal. Any player of the team may make a direct throw-in or may pass the ball along the end line to a teammate outside the boundary line.

Traveling [4-15-3, 4-44]:

Traveling is a limit on player foot movement while holding a live ball. The following are allowable actions:

- 1) Player who receives/gathers ball with both feet on the floor may lift either foot, other is pivot.
- 2) Player who gathers the ball while airborne from a pass or after dribbling may:
 - a) land simultaneously on 2 feet
 - i) Either foot can become the pivot by lifting one foot (see 1)
 - b) on one foot followed by the other
 - i) First foot to touch is the pivot foot
 - c) on one foot may jump off that foot and either land on the other foot or both feet simultaneously
 - i) There is no pivot allowed after landing; however player can jump/lift a foot/feet to release a pass or try.
- 3) On a pass or a shot, the pivot foot and/or non-pivot foot may be lifted, but may not return to the floor before the ball is released.

A traveling violation occurs when a player holding a live ball:

- 1) Returns the pivot foot to the floor after lifting it
- 2) After stopping and establishing a pivot foot, returns any foot to the floor after jumping
- 3) Starts a dribble after the pivot foot had been lifted
- 4) Falls to the floor

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5) Attempts to get up from the floor without starting a dribble

Miscellaneous:

It is a violation for a player to excessively swing his or her arms or elbows, even without contacting an opponent.

Kicking the ball is intentionally striking it with any part of the leg or foot. An unintentionally kicked ball is not a violation, regardless of how far the ball goes and who recovers it.

It is a violation to hit the ball with a fist.

Rule interpretations are based on NFHS 2009-10 rule book. See <http://www.nfhs.org/> for additional information.

This document reviewed for accuracy by Chuck Elias, NFHS Rules Interpreter, IAABO Board 31 (<http://iaabo31.org>)