

2024 SANTA FE LEAGUE
BASKETBALL RULES AND REGULATIONS

A. Supervision & Administration

1. The head of the Association will be the Santa Fe League (SFL).
2. In all matters not covered by SFL rules, the Basketball Commissioners or Town Recreation Representatives will have jurisdiction.
3. All youth Coaches are volunteers and must have the support of their local recreation department.
4. All recreation youth basketball coaches are encouraged to pass a concussion test before the start of the season. The test titled "Concussion in Sports: What You Need to Know" (<http://www.nfhslearn.com/>) is free of charge and each town is responsible to verifying that their coaches have passed the test before game play.

B. Divisions & Eligibility

All players must be registered with their local recreation department to be eligible to participate.

1. 3rd & 4th Grade consists of separate girls & boys teams, the teams should have a combination of both grades.
2. 5th & 6th Grade consists of separate girls & boys teams, the teams should have a combination of both grades.
3. If there are enough applicants in all grades for two or more teams, the teams will be chosen by coaches and/or recreation board members in a blind draft. No hand-picked teams.
4. After teams are chosen at the beginning of the season a team roster including players & coaches, will be submitted to the league. This roster will be used throughout the season & cannot be changed unless the league has approved the change.

C. Schedules

1. Games for 3rd thru 6th grades will be scheduled to start every 45 minutes. Games may start early but cannot begin prior to 10 minutes before the scheduled time. If a team is unable to take the court when a game is set to begin, they will forfeit the game. The teams will be allowed to play the game as a scrimmage since the late team has already forfeited.

D. Gyms

1. School gyms and all-purpose rooms & or recreation department gyms will be used for this program. The following guidelines should be adhered to at all times.
 - a. Follow all designated policies.
 - b. Respect the property both at home and away, so that this association will continue to have the use of these facilities.

E. Games Rules for 3rd- 4th grades

1. Will use a 10' basket and official youth regulation size 27.5 ball on a regulation court.
2. Games will consist 2-20 minute halves (running clock). The official clock will stop only for official's time outs and team time outs. 3 minute half time.
3. 2-30 second time outs per game. Must have ball to call time or during dead ball.
4. Fast break in the 2nd half only.
5. Teams may play zone or man defense.
6. Offense will wait for the defense to get back before bringing the ball up the court (1st half only).
7. **1st half:** no defensive pressure until the ball crosses the 3pt. line (passed or dribbled). Once the ball has crossed the 3pt. line, defense may pressure offensive, even if the ball goes back out of the 3pt. area.
8. **2nd half:** no full court or half court press (no trapping defense at half court) but defense may pick up offensive players man on man starting at half court.
9. **15-point mercy rule** will apply. A team that is ahead by 15 points or more will no longer be allowed to fast break against the opposing team in the 2nd half. The team behind may continue to fast break. The team that is ahead may pick up defensively starting at half court.
10. 5-second lane violation.
11. No shooting fouls but personal fouls still apply. Each player is allowed 5 fouls.
12. **Fouling on the shot:** If the shooter is fouled on the shot and basket is not made, offense is awarded **1pt. for a 2pt attempt/2pts for a 3pt. attempt and offense retains the ball under the basket.** If the shooter is fouled and the basket is made, offense gets the **2pts or 3pts and an additional 1pt for the foul** and the defense will get possession of the ball.
13. The division will be officiated by 2 adults or 1 adult & 1 High School Student. If not provided the home site team forfeits. An adult is defined as anyone 18 years or older.
14. If there is a 3-point arch marked on the court being played on, the three-point shot will be allowed. If not, there will be NO three point shots.
15. **Tie-breaker: See Section J.**

F. Game rules for 5th- 6th grades

1. Will use a 10' basket and official intermediate size 28.5 ball on a regulation court.
2. Free throws-standard 15' line.
3. Free throw protocol: Lane players can release when free throw is attempted (release of the ball). Players cannot enter the free throw semi-circle to defend shooter until the ball touches the rim or the free throw ends.
4. Games will consist of 4-8 minute running quarters; the official clock will stop only on shooting fouls, official time outs and team time outs. 3 minute half time.
5. 3-60 second time outs per game. Must have ball to call time or during dead ball.
6. **15 point mercy rule** will apply. A team that is ahead by 15 points or more will no longer be allowed to fast break or press against the opposing team. The team behind may continue to press and fast break. The team that is ahead may pick up defensively starting at half court.
7. 3-second lane violation will be called.
8. Teams will reach the bonus when their opponent commits 5 fouls in each quarter. Team fouls will reset after each quarter.
9. Teams will shoot 2 free throws for common fouls when they're in the bonus.
10. The division will be officiated by 2 adults or 1 adult & 1 High School Student. If not provided the home team forfeits.
11. **Tie-breaker: See Section J.**

G. Individual Playing Time

1. For all divisions, the coaches must ensure that all team members have opportune playing time.
2. This is to be a fair & equal learning environment for all players involved. Each town commissioner will be responsible for making sure that playing time is appropriate. It is recommended that playing time be proportional to the number of players on the team.
3. No borrowing of players from other teams will be allowed unless approved by the coach of the opponent before the start of the game. Each town commissioner will be responsible to make sure that teams needing to borrow player(s) in order to play a game are doing so in a manner that is fair and equitable.

H. Blood Rule

Any player who has a blood injury during the game must leave the game and not return until the injury has been properly cleaned and bandaged.

I. Grievance

Any grievances should be taken respectfully, through this chain of command:

1. Coach
2. Town Recreation Board and/or the basketball commissioner in charge.
3. Santa Fe League Board of Directors.

J. Tie Breaker

Teams will play one 2-minute period, if the score is still tied at the end of the 2-minute period, then a one-minute period will be played repeatedly until a winner is determined. Players that have fouled out may not play in the tie-breaker.

K. Player Conduct

Players will be automatically ejected from a game for profanity, punching and/or fighting. Showboating and taunting will also be grounds for removal from a game. Ejection from a game will result in a minimum of a one game suspension immediately following the game in which the ejection occurred. Players will be suspended for unsportsmanlike conduct should any punching and/or fighting occur after game and during time when teams shake hands. All ejections and suspensions will be reported to the Santa Fe League Board and kept on file. Ejection may occur with or without a warning from the official (judgment call on the official.)

L. Coach Conduct

Any coach dismissed from a game for unsportsmanlike conduct will be unable to coach ANY team event including practices and/or games for 1 week following ejection. Any coach who is ejected for unsportsmanlike conduct a total of 2 times per calendar year in ANY sport will lose coaching privileges for 12 months from the date of the 2nd infraction. All ejections will be reported to the Santa Fe League Board and kept on file. No appeal is offered to a coach that has been ejected from any game, for any reason. Ejection may occur with or without a warning from the official (judgement call on the official.)