

RIVERSIDE LEAGUE

Season 2011/12

UNDER 16 RULES

Game Starts

The game clock will start at tip-off only when a player first touches the ball

Timing Violations

3 Seconds Violation - called when a player of an attacking team stays in the opposing team's key for a period of 3 seconds.

5 Seconds Inbound Violation – called when a player fails to get the ball passed into court within 5 seconds.

8 Seconds Violation – called when an attacking team fails to get the ball from their own half across the half-way line within 8 seconds of gaining possession.

24 Second Shot Clock Violation – called (or buzzed by the table) when no attempt at a shot resulting in at least the backboard being hit by a team is made within 24 seconds of gaining possession. **The 24 Second Clock can only reset when:**

- A team has scored
- A genuine attempt at a shot is made which at least touches the backboard
- A player is fouled
- Possession changes after a Jump Ball
- A defending player commits a foot violation
- The referee calls or signals for it to be reset

The clock does not reset when:

- The attempted shot does not at least touch the backboard
- The ball goes out of bounds and possession is unchanged
- A defender touches the ball but possession is unchanged as a result

N.B. For the purposes of the Riverside League, the 24 Second Clock will start when the ball is passed in from the side or end of the court.

Time Outs

Each team is allowed only **one** 30-second Time Out per period during which **the clock will stop**. All Time Outs will be made through the officials table by the team coach. Referees **will not** be notified by any player, coach or table official of the intention to call a Time Out (in order to avoid distraction). **Time Outs can only be called when the ball is out of play or when the team requesting the call has been scored against.** After the 30 seconds is over, the game clock starts immediately.

Timing of the Final Period

Apart from Time Outs, the only other time when the game clock will stop during a game is within the final 2 minutes of the final period. **During the final 2 minutes, the game clock will stop when play is stopped for any reason, including:**

- the ball being out of play
- a foul is called
- jump balls/free throws are being set up/taken

N.B. For the purposes of the Riverside League, the Game Clock will restart when the ball is passed in from the side or end of the court or after a final, unsuccessful free throw has been taken and the ball remains in play.

Substitutions

All substitutions will be made through the officials table by the potential substitute(s) alerting the table officials. Referees **will not** be notified by any player, coach or table official of the intention to substitute (in order to avoid distraction). Table Officials will buzz when the ball is out of play to signal a substitution. **Substitutions cannot be made after a basket has been scored.**

N.B. It is intended that the “first 5” of each team will play the whole of the first period. The second and subsequent periods will be used for rolling substitutions. If there are any factors which make this policy impractical to operate in a particular game, before the start of the game team coaches have to agree on the policy for substitutions or, failing agreement, request a decision from the league organiser (if available) or a neutral coach.

Foot Violations

For the purposes of the Riverside League, **all foot violations will be called**, whether intentional or unintentional.

Fouls in the act of shooting

When a player is fouled in the act of shooting from a 2-point distance:

If the original shot is successful, 2 points are awarded for the basket and the fouled player takes a free throw for the opportunity to add a further 1 point.

If the original shot is unsuccessful, the fouled player takes 2 free throws for the opportunity to add a further 1 point for each basket scored.

Similarly, when a player is fouled in the act of shooting from a 3-point distance, 1 free throw is awarded for 1 point if the original shot was successful. 3 free throws are awarded if the original shot was unsuccessful.

N.B., If for any reason the fouled player is unable to take the free throw(s), a substitute will be made from the bench and it is that player who will take the free throw(s), not a player who is already on court.

Technical Fouls

If a technical foul is called, this will result in the offending player's foul count to be increased by 2. The fouled team will nominate a player on court to take a free throw for a possible 2 points.

Whether successful or not, the team which has just taken the free throw will regain possession from the half-way line. In the event of a technical foul being called on a coach or player on the bench, that team's foul count will be increased by 2. Again, possession will be given to the fouled team from the half-way line.

N.B. any deliberate attempt to put a player off by shouting will result in a technical foul being awarded.

Double Technical

Double Technicals are awarded when two players are fighting, arguing with each other or with referees, or intentionally fouling each other on and off the ball. If a Double Technical is awarded, both players' foul counts will be increased by 2. To determine possession on restart, referees should go with a “jump ball” situation.

Double Foul

Awarded when two players foul each other at the same time. Can also be awarded when players do not adhere to normal basketball rules when not in possession of the ball (i.e., pushing each other, holding each others' shirts etc.). Normal penalties apply. Possession on restart will be determined by a “jump ball” situation.

Unsportsmanlike Foul

Awarded when a player fouls another player in a way that is deemed dangerous. If called, the fouled player will be awarded 2 free throws (1 point for each successful basket) and possession from the half-way line. The offending player will have his/her foul count (and that of his/her team) increased by **2**.

Ejection

Invoked when a player has received 2 Technicals or is judged by the referee to have behaved inappropriately. If ejected, the player will go straight to the Changing Room until the current game is finished.

Jump Ball

Awarded when 2 players both hold on to the ball for **3 seconds**. Jump ball to be taken at the nearest "circle" area (i.e., at the centre or at the top of a key).

Fall-Back

The Fall-Back rule will apply when a team is ahead by 10 points or more. When such a points difference arises, this means that when defending, the leading team must retreat to their own half before challenging the offensive team. Only when the ball is loose can players challenge for the ball outwith their own half of the court.