



10U Elite Basketball Rules

Game Day Check In

1. League officials will check in every team before each game.
2. All players must have Elite Certification ID to participate.
3. Any player without ID and/or not on the official roster will be ineligible to play for that day.
4. Teams who play ineligible players will forfeit their game.
5. No players will be added to the rosters after week four (4) of the season.

I. League Play

1. Teams must start the game with a minimum of five (5) players. In the event of an injury to one (1) player, without available substitutions, that team may play with four (4) players on the court, but no fewer than four (4).
2. Teams will FORFEIT their game if:
 - a. Less than four (4) players are present.
 - b. Team arrives 10 minutes after game start time.
 - c. Any player without Elite Certification ID plays in the game.
3. Upon a forfeit, the opposing team will receive 25 points and the win.

II. Divisional Tie Breakers

1. Two teams tied for one place:
 - a. Head to head score,
 - b. Total points allowed during league play,
 - c. Point Differential
 - d. Coin Toss
2. Three or more teams tied for one place
 - a. Head to head score, (disregard if all teams tied did not play each other)
 - b. Total points allowed during league play,
 - c. Point Differential
 - d. Draw for seed (1-2-3-4 etc)

III. Playoffs and Championship

- Playoff bracket will be scheduled after league play results are finalized and confirmed.
- Playoffs are single elimination.
- All players are required to play a minimum of four (4) games during the course of the season to be

eligible for playoffs.

IV. Game Rules

1. All league games will be played under NFHS rules unless otherwise notated below.
2. The basket height is ten feet. The size of the playing area is full court or crosscourt.
3. The free-throw line will be fifteen 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 hits the rim.
4. The size of the basketball is a 28.5 inch.
5. The game will be played five on five. Each team will have a maximum of twelve players on their roster. Any more than twelve players have to be approved by league coordinator and head coach.
6. Open substitution is allowed on any stoppage of play. Players must be sitting at score table and noticed by the referee before entering the game. No stalling when substituting.
7. 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 under 15pts. 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. Two-minute overtime will be played if regulation time ends with a tie score. There will be double overtime in the event of a tie. In the event of a double overtime tie, the first team to score in triple overtime will win the game.
8. Three coaches are allowed on sideline during game.
9. A jump ball will start each game. Possessions will alternate the rest of the game on all quarter breaks, jump balls, & double fouls.
10. Game standings will be kept online weekly at www.nysnevada.com. Game time will be kept by either the official or scoreboard clock.
11. Lane violations will be called at five (5) seconds.
12. Fouls will be kept throughout the game. Players will foul out on their fifth foul.
13. Defense can be man to man or zone.

14. Double teaming is allowed and backcourt defense is allowed other than the exception below. The first violation will receive a warning. Second violation will receive a technical foul and two points, plus possession of the ball.
15. Backcourt defense is only allowed if the game score is separated by 10 points or less.
16. After each basket the opposing team will then inbound the ball from their end line.
17. Offense must bring the ball across half court within the ten second time limit.
18. If a team receives their seventh team foul (non-shooting) in one half of play, that foul, as well as each occurrence thereafter, results in the opposing team shooting one and one free-throws. On the tenth team foul (non-shooting) and each occurrence thereafter in a half will result in the opposing team shooting two free-throws.
19. If a player is fouled in the act of shooting and misses the basket, the player will be awarded two free-throws. However, if the basket was made, basket counts, and the player is awarded one free-throw.
20. Each team's bench must be seated and cheering positively for their team. Trash talking will result in a technical foul.
21. Unsportsmanlike conduct will result in a technical foul and player ejection. The opposing team will be awarded two points and possession of the ball. This includes players on the bench. The use of inappropriate language will not be tolerated.
22. 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.
23. NYS coaches are required to show good Sportsmanship towards other coaches, players, scorekeepers & officials. The first technical called by an official on a coach requires coach to sit during duration of game. Second technical coach has to leave facility in a timely manner.
24. All ejections will be subject to a suspension. All ejections will be reviewed by the league and handle at league discretion.
25. 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.

26. Playing time is at the coaches' discretion in all elite divisions.