

Boys Southwest League 9th-12th Grade Rules

The Southwest 9-12 League is a recreational basketball league for high school boys in grades 9-12. Players in this league are eligible to play if they are not concurrently rostered on any other organized basketball teams such as High School teams, Rising Stars teams, AAU teams, etc. It is a league for players who want a mid to high level of competition against teams from other schools. Teams from Wayzata, Hopkins, Edina, and Minnetonka compete against each other on Sundays. Teams are formed by grade level. The Wayzata Boys Basketball Association (WBBA) and the Hopkins Royals Boys Basketball Association (HRBBA) administer this league with support from the other cities who are in the league.

Southwest League Contacts:

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These Rules apply to all regular season games and league-sponsored tournaments. "Minnesota High School Basketball rules apply unless specifically abridged by the following rules."

1. Roster and Playing Time Requirements:

- Each city will use a team selection process based on fair and equal opportunities for coaches and players. Equal team competition levels within a community are required. Stacked teams are not allowed. A stacked team typically has 6 or more former travel or high school players.
- Teams are formed by grade level. Twin siblings will be allowed to play on the same team at the parents' request. A younger sibling may be allowed to play with an older sibling at the parents request and notification to the league Director prior to registering.
- This is an equal play league. Coaches must play their players as equally as possible during a game. An equal play score sheet must be marked for each game and should be enforced to ensure equal play for players on each team. The scoresheet at the table is the official score sheet.
- Only players who are registered in this Southwest league can play in your team's games.
- No high school players or players from other schools may play in this league in the same season they are registered with their school team.
- A player that has officially dropped from their association or school team may be added to a Southwest league team at the discretion of the league director on a case-by-case basis (the goal is to improve the equality among all teams in a given grade level).
- Jersey tops must be of identical color and must have numbers. Reversible colors are preferred. **Home Team will wear dark jerseys and Visiting Team will wear light jerseys.**
- Players cannot play with any jewelry or with a hard cast.
- All head coaches must be 22 years or older.
- Only Players and Coaches from the playing teams are allowed on the team benches, no other non-team players, parents, friends, etc. are allowed on the team bench.

Play Time Requirements	
6 Players = 4 players/7 shifts, 2 players/6 shifts	10 Players = 10 players/4 shifts
7 Players = 5 players/6 shifts, 2 players/5 shifts	11 Players = 7 players/4 shifts, 4 players/3 shifts
8 Players = 8 players/5 shifts	12 Players = 4 players/4 shifts, 8 players/3 shifts
9 Players = 4 players/5 shifts, 5 players/4 shifts	

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2. Roster substitutions to avoid forfeit:

- During the regular season only, teams that are short players due to injury, illness, or other reasons may use registered Southwest players from a lower grade or if it is a 9th grade team, they may use players from another SW 9th grade team in order to field 7 players and to avoid forfeit.
- Any roster changes must be communicated to the SW League Directors for that week. No roster changes/additions are allowed during End of Season Tournament play.

3. Forfeit:

- Teams can play with only four (4) players. If any team fails to have four (4) players or a coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited.
- If a team is unable to field enough players to play, they must notify the SW League Directors ASAP before game time. There will be a \$200 fine assessed to your basketball association for any forfeit. Players from teams that have multiple forfeits during a season will not be allowed in the league the following season.

4. Referees:

- Two certified officials will be assigned to each game. Games may start with one referee.

5. Coaches/Officials Meeting:

- Coaches/Officials should meet at half court prior to the game to review any rule concerns.
- Coaches/Officials should meet at half court during half-time to debrief and discuss any concerns.

6. Game Length/Timeouts:

- **Warm-ups:** A minimum of 3 minutes will be put on the clock for a pre-game warm-up unless more time permits. Games may start up to 5 minutes early with approval from both coaches.
- **Stop Time:** Games are 2, 16-minute halves, stop time, in length.
- **Half-Time:** A half-time break of 3 minutes will occur at the end of the first half.
- **Overall Game Time Limit:** The overall length of the game, inclusive of warm-ups, playing time, half-time, and overtime should not exceed 65 minutes total. The time limit is waived for end of season tournament games.
- **Timeouts:** Two (2) timeouts per half, per team. Timeouts are 1-minute in length. No carry-overs to another half or overtime. Each team is awarded one (1) timeout per team during entire overtime period.

7. Overtime:

- **First Overtime:** If any game ends in a tie, there will be a 1-minute rest period, followed by an overtime period of 3 minutes.
- **Sudden Death:** If, at the end of the overtime, the game is still tied, a sudden death overtime will be played and the first team that scores at least 1 point will be declared the winner.
- A jump ball will start the overtime periods. Ejected or fouled out players cannot participate in overtime.

8. Substitution:

- Substitutions will occur at or near the 12, 8, and 4 minute mark of each half.
- Substitutions other than above times are allowed only for:
 - **An injury, a player fouls out with five fouls, or is ejected from the game.**
 - **A player gets three fouls in the first half** (if a coach wishes to substitute this player, the substitution must occur immediately upon the occurrence of the foul).
 - **A player receives a technical foul** (substitution must occur immediately upon the occurrence of the foul and lasts until the next equal play substitution at the quarter/half quarter or overtime period).
 - **Overtime** (no substitutions are allowed during first overtime except as noted above; may substitute

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different players during sudden death overtime provided the players have not fouled out)

- ***The player rotation counts towards the player who is being substituted for in the above cases.***

9. Jump Balls:

- After the initial jump ball, all jump balls use the alternate possession rule. A jump ball starts overtime.

10. Defense: All defenses are allowed.

- **Pressing:** All full court presses are allowed until a 20-point difference is recorded. The team who is leading by 20-points or more cannot use a full court press defense for the rest of the game until the lead is cut back to 10 points or under.
- Referees are encouraged to give a warning before enforcing a technical foul for repeated infractions of not falling back to half-court after a change in possession.

11. Foul Rules: The Minnesota State High School Basketball rules apply except as noted below.

- **Bonus:** Teams will shoot 1-and-1 once the opposing team has committed its seventh team foul.
- **Double bonus:** Two shots at ten fouls.
- Players foul out of the game after committing their fifth foul. If a team is short of five remaining players, the last player fouling out stays in the game. Every future foul by this player results in a technical foul. Players on the bench who fouled out earlier in the game may not re-enter the game.
- **Technical Fouls:** Technical fouls are also personal fouls. All technical fouls are non-shooting fouls. Two (2) points and the ball at half-court are awarded for a technical. A player who receives a technical foul will be immediately removed from play.
- A flagrant foul = player ejection.
- Any player who receives 2 technical fouls in one game must leave the building immediately following the second technical foul. That player is suspended for the next game. Any player who gets a total of 3 confirmed technical fouls during the season is removed from the league. They must leave the building and may not play for the rest of the season. Technical fouls should be reported to the SW League Directors by date/court/team/player on the games equal play scoresheet.
- Any team with 3 conduct related technical fouls in one game immediately forfeits the game and must leave the building immediately. The opposing team may use the remaining game time for practice.
- **Fighting:** There is a zero-tolerance policy for fighting. Any player who throws a punch at another player will result in a technical foul and immediate ejection of that player from the game and a minimum of a 2-game suspension up to and including removal for the rest of the season. The league directors will review the incident and any other involved players will be suspended for the next game.

12. Mercy Rule: At the start of the 2nd half, if a team is losing by 25 points or more OR at the 8-minute mark of the 2nd half, if a team is losing by 20 points or more then running time will be used until a lead shrinks back down to 15 points or less. Stop time will occur for substitution, injury, or timeout.

13. End of Season Tournament Seeding Tie-Breakers determined by the following:

- Win Percentage
- Head-to-Head Play (for 2 teams that have the same record and have played against each other)
- Strength of Schedule (for 3 or more teams that have the same record)
- Points Against (Lowest) is used when teams have the same strength of schedule score

14. Sportsmanship: Players, coaches, parents, and fans must follow good sportsmanship rules. Inappropriate actions and/or words by players, coaches, parents, and fans will not be tolerated.