## Boys Southwest League 9 $^{\text {th }}-12^{\text {th }}$ Grade Rules

The Southwest 9-12 League is a recreational basketball league for high school boys in grades 9-12. It is a competitive league for non-varsity players who want a 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 Minnetonka Schools Community Education administer this league with support from the other cities who are in the league.

## Southwest League Contacts:

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| Andy Rayle | Hopkins | SW 9-12 Director | andyrayle@live.com | (612) 804-6849 |
| Rick LaVercombe | Edina | SW 9-12 Co-Director | lavernaugh@aol.com | (952) 250-7996 |
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"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.
- This is an equal play league. An equal play score sheet must be marked for each game and will be enforced to ensure equal play for team players. The scoresheet at the scorer's table is the official score sheet.
- Only registered players can play in your team's games.
- No association travel players, high school players, or players from other schools may play in this league in the same season they are registered with their association or 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 at 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 a hard cast.
- All Coaches must be 22 years or older.
- Only Players and Coaches from the playing teams are allowed on the team benches, no other nonteam 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 |  |

## 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 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 changes/additions are allowed during End of Season Tournament play.


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## 3. Forfeit:

- If any team fails to have four (4) players or a registered 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 the game, teams must notify the SW League Directors at least 2 hours in advance of the schedule. There will be a $\$ 150$ fine assessed to your basketball association for any forfeit. GET TO YOUR GAMES!


## 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:

- A minimum of 2 minutes will be put on the clock for a pre-game warm-up unless more time permits.
- Games are 2, sixteen (16) minute halves, stop time, in length.
- 3 minutes are put on the clock for half-time.
- The overall length of the game, inclusive of warm-ups, half-time, and playing time will not exceed 65 minutes total.


## 7. Overtime:

- If any regulation game ends in a tie, there will be a 1 minute rest period. An overtime period is 3 minutes in length.
- 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 will be declared the winner.
- The 65-minute game time limit is still applied. Full games are encouraged where practical.
- A jump ball will start the overtime periods. The time limit is waived for tournament games. All playing time requirements are off in overtime.
- Ejected or fouled out players are not eligible to return for play.


## 8. Substitution:

- Substitutions occur at the 12,8 , and 4 minute mark of each half or at a stoppage or slow point in play.
- Substitutions other than above times are allowed only for:
$\square$ An injury, a player fouls out with five fouls, or is ejected from the game.
$\square$ A player gets three fouls in the first half (substitution must occur immediately upon the occurrence of the foul).
$\square$ 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).
$\square$ Overtime (no substitutions are allowed during first overtime except as noted above; may substitute 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 ball situations will be resolved using the alternate possession rule. A jump ball will start overtime.


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## 10. Time outs:

- Two (2) time-outs per half, per team.
- No carry-over to another half or overtime is allowed.
- Each team is awarded one time-out per team during entire overtime period.

11. 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.

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

- 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 will be non-shooting fouls. Two points and the ball at half-court are awarded for a technical.
- 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.

13. Mercy Rule: At the start of the second half, if a team is losing by 25 points or more, running time will be used until a lead shrinks back down to 15 points or less. Stop time will occur only for substitution, injury, or time out.

## 14. Tournament Seeding Tie-Breakers

Tie Breakers will be determined the following ways for tournament seeding.

- Win Percentage
- Head-to-Head Play
- Strength of Schedule

15. 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.
