

2025 EYSA BASKETBALL RULES & REGULATIONS

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1. GENERAL

- a. Coaches will select individuals to referee their game. Coaches and/or parents acting as referees have full authority to enforce the rules and regulations of the game.
- b. Any game may be forfeited because of misconduct by a coach, a player, or a spectator.
- c. All players must have a completed Emergency Medical Authorization form (EMA) in their coach's possession to participate in a game.
- d. There are no protests in the EYSA basketball program.
- e. Game cancellations will ONLY be posted on EYSA's Facebook page.
- f. Game scores/wins/losses will not be kept.
- g. 6 ½' hoops will be used.
- h. 25 ½" (Size 4) balls will be used.
- i. Non-marking shoes must be worn.
- j. All jewelry must be removed. Taped jewelry is not permitted. Medical bracelets must be secured with tape so that they are not loose. '
- k. Caps/hats of any type are prohibited.
- l. Players with visible blood may not continue playing until the bleeding has stopped and no more blood is visible, including on the player's clothing.

2. CONDUCT

- a. Coaches will be held to the highest behavioral standards. Any coach who is observed criticizing the officiating of the game will be charged with a technical foul.
- b. Coaches may only enter the court during injuries or timeouts. Any coach entering the court otherwise will be charged with a technical foul.
- c. There will be no warnings issued for conduct violations.

3. ROSTERS

- a. All players must be registered with EYSA to participate. Teams found playing unregistered players will forfeit the game.
- b. Players must wear their EYSA basketball jersey as the outermost garment.
- c. Coaches are required to play all players in each half and provide the opportunity for an equal amount of playing time to the best of their ability.
- d. Coaches must agree before the start of the game on the number of players to play on the court.
- e. There is a 5-minute grace period for teams to meet the minimum roster size.

4. MEDICAL WAIVER

- a. Coaches must have, in their possession, Emergency Medical Authorization forms for each participant on their team.
- b. Players who do not have a completed EMA will not be permitted to play.

2025 EYSA BASKETBALL RULES & REGULATIONS

6U

5. CLOCK

- a. A running game clock will be utilized.
- b. Games shall be four 6-minute quarters.
- c. The game clock will stop at the discretion of the referee.
- d. Time between quarters will be (2) minutes.

6. RULES

- a. Rules of play will be enforced with leniency. Blatant violations will be called, but coaches should attempt to correct all players who are observed performing violations.

7. SCORES

- a. No scores will be tracked

8. DEFENSE

- a. Press defense is prohibited.
- b. Man-to-man defense only.
 - i. All players will wear a wristband indicating which player they are guarding.
 - ii. Wristbands must be worn by all players on the court.
- c. Double-teaming is not permitted.
- d. Defensive players may only attempt to steal the ball during passes and loose balls.

9. OFFENSE

- a. Balls that hit the bottom, side, or top of the backboard are live.
- b. Balls that hit any supporting bracket of the backboard or balls that go over the backboard will be out of bounds.

10. SUBSTITUTIONS

- a. Substitutions must be made quickly.
- b. Substitutions may only be made with the approval of the referee.

11. INJURIES

- a. Injured players must take a knee to indicate an injury if possible.
- b. Game officials may call an injury timeout if it appears to them as if a player is injured.
- c. If an injured player is able to quickly resume play, they needn't be substituted at the referee's discretion.

2025 EYSA BASKETBALL RULES & REGULATIONS

6U

- d. If a coach enters the court or is summoned onto the court to tend to an injured player, the injured player must be substituted.
- e. Coaches can elect to use a timeout to “buy” the injured player back into the game immediately without being substituted.
- f. Players who are removed from the court as a result of showing the symptoms of a concussion may not return until the player has been cleared in accordance with the EYSA Policy Manual.

12. FOULS

- a. No free throws.
- b. Personal Fouls
 - i. Discussion will be held to explain violation.
 - ii. Fouling Team will retain possession.
- c. Technical / Flagrant Foul
 - i. Discussion will be held to explain violation
 - ii. Result in a change of possession.
 - iii. Repeated offenses will be grounds for game ejection at discretion of officials and/or coaches
- d. There will be no “foul outs”.