



## 2024 NCSAA Competitive Basketball Rules

*All games will be played under NFHS rules unless otherwise notated below*

### **NATIONAL SPORTS ID**

National Sports ID Requirements to be completed and approved by roster deadline. Anyone without a fully verified National Sports ID will not be permitted to play. Returning players with a National Sports ID account will just need to update their information in the system. New players will need to do the entire process. A player that is verified but NOT on the roster is considered ineligible to play. They must be fully verified AND on the roster.

1. **Headshot Photo** – Similar to a Driver's License or Student ID Photo. This should be a close-up, clearly lit photo that shows the student-athlete's entire face and hair looking directly at the camera. No hats. No sunglasses. This can be a recent school photo or one simply taken from your cell phone.
2. **Scan of Birth Certificate, State ID, or Passport**
3. **Proof of Grade** – This can be your most recent report card, most recent School ID, school schedule showing your child's grade, screenshot of Online Account (i.e. Infinite Campus) proving grade level, etc. They must be a full-time student at your school.
4. **Parents E-Sign the NCSAA Participant Waivers**
5. **Pay \$12 National Sports ID annual fee per student-athlete** – this is a one time fee per school year

### **PHYSICALS**

Physicals are required for all student-athletes within 12 months of the start of the sport. These are not collected by NCSAA or National Sports ID. They are collected by the school's Athletic Director and to be kept on file. By allowing a student-athlete to play the school is acknowledging the student-athlete has passed a physical.

### **GAMEDAY CHECK-IN's & NATIONAL SPORTS ID ROSTERS**

1. League officials will check every team's National Sports ID prior to each game.
2. Players who arrive after check-ins have occurred but are on the official National Sports ID roster must check-in with the NCSAA Site Director prior to checking into the game.
3. Any player not on the official National Sports ID roster will be ineligible to play for that day.
4. If a player is "verified" (green) in NSID but NOT on the official team roster, they are INELIGIBLE to play.
5. Site Directors will work from the official roster only and not look at parents or coaches phones/electronic devices to dispute whether a student-athlete should be on the roster.
6. Teams who play ineligible players will forfeit their game.
7. Players may play up an age group, but may never play down
8. Student-Athletes may only play on 1 roster in that sport for the entire season. (For instance, you can't start on a JV Roster and move up to Varsity. That is not allowed – even if your roster is short-handed that week due to players out of town.) However, a student-athlete may play multiple sports in the Same Season (for instance a student-athlete is permitted to play Basketball & Bowling at the same time).
9. No 8th Graders may play in JV
10. There are no roster size limits
11. **Roster's are locked every Wednesday at 6pm for that week's games. No roster additions may be made Thursday-Saturday**
12. No players will be added to the rosters after the Wednesday prior to Week (4) of the season.
13. 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).

### **PLAYOFFS & CHAMPIONSHIPS**

1. Playoff bracket will be scheduled after league play results are received and confirmed.
2. Playoffs are single elimination.
3. All players are required to be on the official NSID roster to be eligible for playoffs.
4. Divisions with 31 or less teams will have 8 teams make the playoffs. Divisions with 32 or more teams will have 12 teams make the playoffs. Divisions of 40 or more teams will have 16 teams make the playoffs.
5. Two teams tied for one place:
  - a. Head to head score,
  - b. Total points allowed during league play,
  - c. Point differential (total points scored – total point allowed),
  - d. Coin toss

6. Three or more teams tied for one place
  - a. Total points allowed during league play,
  - b. Head to head score,
  - c. Point differential (total points scored – total points allowed),
  - d. Total points scored,
  - e. Draw for seed (1-2-3-4 etc)

## **GAMES**

1. The basket height is 10' in all divisions of Competitive Basketball. The size of the playing area is full court. The size of the court may vary slightly from school to school due to the unique configurations of Choice Schools. NCSAA reserves the right to play on smaller courts if needed for games.
2. The free-throw line
 

**Middle School:** The free-throw line will be 15' from the basket.

**Elementary School:** The free-throw line will be 12' or three (3) hash marks from the basket.

  - a. The players may not land over the line after shooting a free-throw.
  - b. All players lined up may not move until the ball is released by the free throw shooter.
3. Ball size.
 

**Middle School Boys:** The size of the ball is 29.5 (regulation or competition ball).

**Middle School Girls:** The size of the ball is 28.5.

**Elementary School:** The size of the ball is 27.5.
4. The game will be played 5 on 5.
  - a. Open substitution is allowed on any stop in play.
  - b. Players must be sitting at the score tables and noticed by the referee before entering the game.
  - c. No stalling when substituting.
5. The game will consist of 4 ten (10) minute quarters with a running clock except for timeouts and the last two minutes of the 4<sup>th</sup> quarter & OT when the clock stops at every whistle.
  - a. There will be two, 30 second timeouts per team, per half. Unused timeouts do not carry over to the next half or overtime.
  - b. Halftime will last three minutes with one minute between quarters.
  - c. Two minute overtime will be played if regulation time ends and the score is tied. We will continue adding 2 minute overtime periods until we have a winner. NO TIES.
  - d. One time out is allowed per overtime period. These do not carry over.
  - e. If a team is leading by more than 15 points, the clock will NOT stop under 2 minutes.
6. 3 coaches are allowed on the sideline. Only 1 may speak to the game official. This person needs to be designated prior to the game.
7. A jump ball will start each game and overtime.
8. Games standings will be kept online weekly at [www.ncsaasports.com](http://www.ncsaasports.com). Game time will be kept by either the official or the scoreboard clock. **The Home Team is responsible for a volunteer to work the score clock and the Away Team is responsible for a volunteer to record the statistics.**
9. There is a three second lane violation.
10. Players will foul out on their 5th foul.
11. Defense can be man to man or zone.
12. Double teaming/traps are allowed.
13. Back-court press defense is allowed.
14. **Mercy Rule:** There will be a 35 point Mercy Rule. Once a team has reached a 35 point lead the score is frozen and becomes the official score of the game. The remainder of the game will be played as a scrimmage with a running clock. The winning team is not allowed to press or trap the other team. They may continue to play man or zone. *(Updated at 11/30/21 Coaches Meeting)*
  - In the playoffs, once the Mercy Rule has been reached the game will end. We will not continue with a running clock.
15. Possession will alternate each quarter, jump ball, or double foul.
16. After each basket the opposing team will then inbound the ball anywhere from their end line.
17. Offense must bring the ball across half court within the 10 second time limit.
18. *(Updated 12/29/23 and emailed to Athletic Directors)* NCSAA has mirrored the NIAA rule regarding team fouls. We have eliminated the one-and-one for common fouls beginning with the seventh team foul in the half. Now, teams will shoot two free throws for common fouls when in the “bonus” whereas previously they would have shot one-and-one. The rule for when the bonus is awarded has also been changed. Previously, teams would be awarded one when their opponent committed seven fouls in a half. Now, the bonus will be reached for five fouls in a quarter, and the fouls will reset at the end of each quarter. Resetting the fouls each quarter will improve game flow and allow teams to adjust their play by not carrying foul totals to quarters two and foul.
19. Each team's bench must be seated and cheering positively for their team. Trash talking will result in a technical foul
20. Unsportsmanlike conduct will result in a technical foul and player ejection. The opposing team will be awarded two shots and possession of the ball. This includes players on the bench. The use of inappropriate language will not be tolerated. *(Revised 11/19/19 at AD Meeting)*
21. Coaches/Athletic Directors are given the authority to sit a player that is acting unsportsmanlike, has missed several practices without a legitimate

excuse, or for poor grades.

22. Coaches are required to show good sportsmanship towards other Coaches, Players, Scorekeepers & Officials. First Bench Technical called by an official on a Coach requires to sit during duration of the game. Second Technical, the coach must leave the facility in a timely manner.

23. All ejections will be subject to a suspension. All ejections will be reviewed by the league and handle at league discretion.

24. Playing time is under the coach discretion. There is no minimum play rule in NCSAA competitive sports.

25. It is the responsibility of all teams to either have:

A.) Reversible game jerseys with numbers

B.) Pinnies of a different color with them at all times

- The away team must wear pinnies in the event that both teams have identical game jerseys or the officials deem it necessary. Failure to have pinnies or reversible jerseys may result in a forfeit loss.
- Games will NOT be delayed/postponed/rescheduled due to not having pinnies

26. Forfeits will go down as 35-0.

27. Technical Fouls will be 2 Free Throws.

## **UNIFORMS**

*Anything not listed in these rules will revert to the uniform rules per NFHS. Uniform enforcement is at the discretion of the game officials and NCSAA representatives.*

1. No jewelry - Nothing hard in the hair for boys and girls.

2. T-shirts MUST be the same color as the jersey.

3. Headbands cannot be the type that tie at the back.

4. The colors for tights, sleeves, compression shorts and headbands are white, beige, black or the predominant color of the uniform; just because it is a school color does not make it legal.

5. If a player is wearing illegal colored tights, or teammates are wearing different colored tights, AND they have their shorts rolled (tag showing) at the waist band they can change, unroll the shorts or sit.

6. This means multi-colored tights or sleeves shouldn't be worn either.

7. None of this is a technical foul.

8. The NBA is not a manufacturer so that logo should only be seen on socks.

9. Officials are not going to make a player take off anything BUT they cannot play with these things on.

10. Arm sleeves, knee sleeves, lower leg sleeves, compression shorts and tights are permissible:

- a. Anything worn on the arm and/or leg is a sleeve, except a knee brace, and shall meet the color restrictions.
- b. The sleeves/tights, compression shorts shall be black, white, beige or the predominant color of the jersey and the same color sleeves/tights shall be worn by teammates.
- c. All sleeves/tights, compression shorts shall be the same solid color and shall be the same color as any headband or wristband worn.

11. Wristbands and headwear shall meet the following guidelines:

- a. be white, black, beige or the predominant color of the jersey and shall be the same color for each item and all participants. They shall be the same color as any sleeve/tights worn.
- b. A headband is any item that goes around the entire head. It shall be a circular design without extensions. If worn, only one headband is permitted, it shall be worn on the forehead/crown, it shall be nonabrasive and unadorned, and it shall be no more than 3 inches wide.
- c. If worn, only one wristband is permitted on each wrist, each shall be worn on the arm below the elbow, each shall be moisture-absorbing, non-abrasive and unadorned, and each shall be a maximum of 4 inches wide.
- c. Rubber, cloth or elastic bands may be used to control hair. Hard items, including, but not limited to, beads, barrettes and bobby pins, are prohibited. Hair-control devices are not required to meet color restrictions.
- d. NCSAA will follow the NIAA High School guidelines in regards to hair coverings or beads:
  - a. Head coverings worn for religious reasons shall not be made of abrasive or hard materials and must be attached in such a way that the coverings are highly unlikely to come off during play.
  - b. Allowing hair-control devices and adornments such as, but not limited to, barrettes, bobby pins and beads creates inclusivity of hair styles while maintaining that the risk of injury to the athlete, teammates and opponents should not be compromised. Hair adornments must be securely fastened close to the head and not increase risk to the athletes, teammates or opponents. It remains the responsibility of the head coach to ensure players are legally equipped before the competition begins. **Beads present an injury risk and are not allowed to be in their hair while actively playing.**

12. For the safety of our participants, no student-athlete is allowed to play with a cast on (soft or hard) – even with a doctor's note. We will NOT allow any padding to be put over it. There will be no exceptions to this rule.

13. Numbering rules for uniforms:

- a. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.
- b. A team member list shall not have both numbers 0 and 00.

14. Numbers must be on both sides of the jersey.

## **TEAMS DROPPING**

All teams dropped after the deadline will be charged the FULL Season fees. If the schedule is yet to be released, the team will remain on the schedule for the Season and games will be treated as a forfeit.

## **SCORE REPORTING**

It is the responsibility of each team's Head Coach and/or Athletic Director to check the scores posted at [ncsaasports.com](https://www.ncsaasports.com) for accuracy within 7 days of the conclusion of the game. If the score is inaccurate, please fill out the online form at <https://www.ncsaasports.com/scores.html> to request a review. NCSAA will then check with Site Officials and the opposing team to determine the correct score. Teams may not dispute the score of the game after 7 days and the score will stand.

## **OFFICIALS**

There is a nationwide shortage of officials that's heavily impacting Nevada. This is impacting high school and youth sports across the valley. There may be times when NCSAA will make alterations to the number of officials on the court for games based on availability. This is not a cost-cutting measure or a miscommunication from the league. These games will count and not be postponed or replayed should there only be 1 official available. This is not simply a "just go train some more officials" situation. Our officials association does an amazing job of posting ads and providing training. There are just not enough officials at times. We will work together to get through it as a sports community.

## **PRE-GAME/HALFTIME CEREMONIES**

Schools may do pre-game/halftime ceremonies including but not limited to the National Anthem, Pledge of Allegiance, Cheerleading Performance, and/or introduction of players. However, these must conclude prior to the scheduled start of the game/match or in the allotted 3 minutes for halftime or 1 minute in between quarters. These ceremonies or performances should not delay games in any way. In addition, those school wishing to do 8th grade graduation ceremonies will need to do either pre or post game/match. If you let NCSAA know during pre-season scheduling we can build in time for these events.

## **SITE DIRECTORS**

NCSAA Site Directors are on site to make sure gates/doors are unlocked, fields/courts are setup correctly, players are checked in, and games are starting and ending on time. They ARE NOT there to overrule the game officials. They are NOT there to hear complaints about the officials. Their job is not to officiate or supervise the officials. They have other responsibilities that are important for the games to take place each week.

## **COMPLAINTS**

NCSAA will not respond to individual parent complaints/issues. Any issues need to come directly from the Head Coach or Athletic Director. If you would like to compliment or complain about a game official you may do so at <https://www.ncsaasports.com/officials.html>. Game officials are human. Errors do occur. However, all decisions made on the floor are final. NCSAA will not overturn the result of a game based on official's judgment or error. We will simply review complaints for teaching purposes only. There is no such thing as "playing under protest" in NCSAA. NCSAA will often follow the "24-48 hour rule" on responding to any complaints in order to give all parties time to have a proper "cooling down" period. We will not take angry phone calls on gameday from coaches. We ask that all complaints be in writing from the Head Coach or Athletic Director. In addition, we will not tolerate a mob mentality in which several coaches and parents email the league. This may result in the team being removed from the league.

## **PARENT SEATING**

NCSAA will make every effort possible to have benches on the opposite side of where the parents are seated. This may mean having a completely full seating area on one side while the bench side stands are completely empty. This is done for a lot of reasons to protect the teams and game officials. Parents who have to be asked to leave the bench side bleachers may be ejected.