



# 2024-25 League Manual

# TRIDENT BASKETBALL ASSOCIATION

## *Critical Dates*

**Oct 7** - New Coaches and School Contact Meeting

6:00PM at Charleston Math & Science Gym

**Hostsite Scheduler Forms Due**

**Oct 14** - **National Background Screening & Concussion Prevention Certificates**

Must be completed **BEFORE** you begin practicing.

See Registration Info page for details.

**Nov 16** - Registration Packet Turn In

10:00AM at Charleston Math & Science Gym

**All Fees & Forms are due at or before the Registration Packet Turn In**

**League Fee:** \$750.00 per team ( *Includes Player Registration* )

*There will be a performance bond of \$50.00*

*Make checks payable to: **TRIDENT BASKETBALL ASSOCIATION***

**Dec 2** - Coaches Meeting & Packet Pick-Up

6:00PM at James Island Christian School Gym

*Every team **must** be represented by a member of its Coaching staff.*

**Dec 4** - Schedules Posted on Website

**Dec 7** - Games Begin

**Feb 1** - Academic Team Cup Forms Due

*No Academic Team Cup Forms will be accepted after this date. **NO EXCEPTIONS!***

**TBD** - Regular Season Ends

**TBD** - Playoff Games to decide any Regular Season Conference Champions

**TBD** - Tournament Games Begin

**TBD** - Awards Pickup by Coaches at TBD

# TRIDENT BASKETBALL ASSOCIATION

## *League By-Laws*

- Senior League:** 8th Grade and Below (No player below 6th grade)
- Junior League:** 6th Grade and Below (No player below 4th grade)
- Age Requirements:** **8th Grader** can not turn **15** before Sept. 1st of current school year  
**7th Grader** can not turn **14** before Sept. 1st of current school year  
**6th Grader** can not turn **13** before Sept. 1st of current school year  
**5th Grader** can not turn **12** before Sept. 1st of current school year

### Players on a team **MUST ATTEND Same School**

Players will play by the gender indentified on their **BIRTH RECORD / CERTIFICATE**

All players must adhere to grade average rule which is as follows:

Cannot fail more than one subject and **MUST** have an overall 70 average for all subjects combined.

Players **CAN NOT** be added after roster is approved

A copy of a player's birth certificate and all release forms must be on file before the player may participate.

A player may participate on only one Trident Basketball team **EXCEPT when approved by the league.**

Leagues are divided into Junior and Senior, then into classifications based on school population and more importantly ability. All private or public population will be based on grades 5th-8th.

*Games begin first Saturday in December and end no later than last Saturday in February  
League games will be played Sunday through Saturday at various gyms throughout the area.*

**All Games** Two (2) Twelve (12) minute halves for all games. **Regulation Clock**

**Halftime** is five (5) minutes

**Overtime** is three (3) minutes. **Regular Season Games only** If still tied game is a TIE.

**Tournament Games** 2nd Overtime is two (2) minutes. All Overtimes after the 2nd will be one (1) minute

Teams may start with four (4) players

**The host site should give no less than five (5) minutes warm-up time between games.**

*The games usually last about one hour in real time.*

Home team is listed last on the schedule. Only players and coaches are allowed on the bench.

Home team should wear white when needed

Jerseys **should** have numbers on the front and back.

**Legal Jersey** numbers are **ONLY** numbers starting or ending in 0, 1, 2, 3, 4, or 5

**NO OTHERS NUMBERS ACCEPTED**

There is **NO Full Court Press** with a twenty (20) point advantage

**Junior Girls Half Court Man to Man ONLY until final two (2) minutes of each half**

If a team mounts a thirty (30) point advantage in the 2nd half -

We will play with a Running Clock **except the final minute.**

Any player or coach ejected from a game must leave the court area.

Any player or coach ejected during a game by an official will receive at least a one (1) game suspension.

Players ejected **MAY** sit on the bench during suspension in street clothes.

Coaches ejected **WILL NOT** attend game(s) during suspension.

**A second ejection will result in a permanent suspension for the season and/or tournament.**

## Game Host Information

**The host must email scores from games played in their gym by noon the following day.  
The gym must be opened thirty (30) minutes prior to the first hosted game.**

### GAME ADMISSION:

In order to be as uniformed as possible there must be an admission, admission should be charged as follows:

Adults: **\$5.00**      Senior Citizens & 8th grade and below: **\$2.00**      Pre-School: **Free**

### CONCESSIONS:

We would like for you to provide a concession stand for all games that you host.

### TEAM BENCH AREA

Bench areas should be an equal distance from the scorer's table. Perferably starting at the penetration line and extending toward the baseline.

Their must be an area of at least six (6) feet between each bench area and the score table.

### GAME SUPPLIES:

The host must be prepared to provide a **game ball**.

*Senior Boys use a regulation 29.5 size ball.*

*All other leagues use the 28.5 size ball.*

### GAMES:

**All Games** Two (2) Twelve (12) minute halves for all games. **Regulation Clock**

**Halftime** is five (5) minutes

**Overtime** is three (3) minutes. **Regular Season Games only** If still tied game is a TIE.

**Tournament Games** 2nd Overtime is two (2) minutes. All Overtimes after the 2nd will be one (1) minute

Teams may start with four (4) players

**The host site should give no less than five (5) minutes warm-up time between games.**

*The games usually last about one hour in real time.*

Home team is listed last on the schedule. Only players and coaches are allowed on the bench.

Home team should wear white when needed

Jerseys **should** have numbers on the front and back.

**Legal Jersey** numbers are **ONLY** numbers starting or ending in 0, 1, 2, 3, 4, or 5

**NO OTHERS NUMBERS ACCEPTED**

There is **NO Full Court Press** with a twenty (20) point advantage

**Junior Girls Half Court Man to Man ONLY until final two (2) minutes of each half**

If a team mounts a thirty (30) point advantage in the 2nd half -

We will play with a Running Clock **except the final minute.**

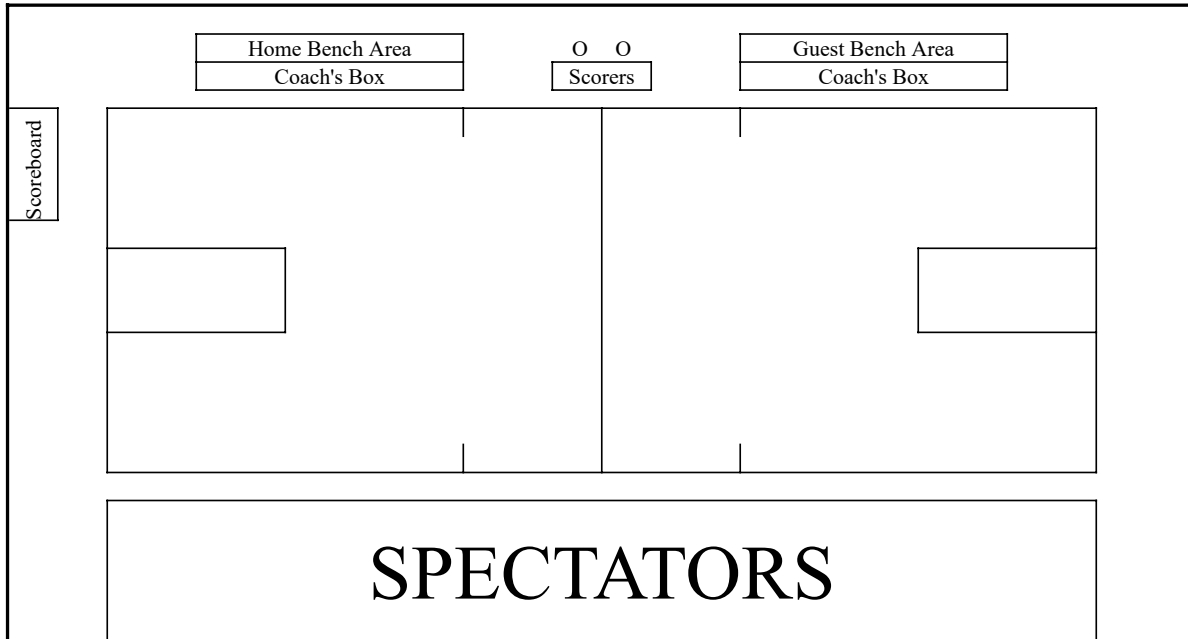
Any player or coach ejected from a game must leave the court area.

Any player or coach ejected during a game by an official will receive at least a one (1) game suspension.

Players ejected **MAY** sit on the bench during suspension in street clothes.

Coaches ejected **WILL NOT** attend game(s) during suspension.

## Gym Setup



### **TEAM BENCH AREA**

Bench areas should be an equal distance from the scorer's table. Preferably starting at the penetration line and extending toward the baseline.

There must be an area of at least six (6) feet between each bench area and the score table.

### **COACH'S BOX:**

Coach's box shall be directly in front of their own bench area and must be enforced.

### **SCORESHEETS:**

Teams must turn in their approved scoresheet to the scoretable fifteen (15) minutes prior to game time.

### **Score Table**

Score table must be large enough to accommodate three (3) people official scorer, clock operator, and in the case of a non-neutral site a visiting scorekeeper must be allowed to sit at the table.

**Visiting scorekeeper must do so from the beginning of the game until the final buzzer.**

Official Scorekeeper always keeps the official scoresheets turned in by each team

In the case of both teams being neutral only the official scorekeeper and official clock operator are permitted at the table.

Scoresheets should be returned to teams unless there is a protest.

# **SHOW TO ALL OFFICIALS PRIOR TO GAMES:**

## **TRIDENT BASKETBALL ASSOCIATION**

### *Game Rules*

The SC Federation of High School Basketball Rulebook will govern play except where noted.

Game Time is FORFIET TIME, Teams may start with four (4) players

The clock will be regulation:

**Games:** Two (2) Twelve (12) minute halves for all games.

**Junior Girls Half Court Man to Man ONLY until final two (2) minutes of each half**

**Halftime** is five (5) minutes

**Overtime** is three (3) minutes. **Regular Season Games only** If still tied game is a TIE.

**Tournament Games** 2nd Overtime is two (2) minutes. All Overtimes after the 2nd will be one (1) minute

Each team will have four (4) full timeouts per game.

There is **NO Full Court Press** with a twenty (20) point advantage

**Penalty:** *Indirect Technical on the Coach.* **NO WARNING !!!!**

If a team mounts a thirty (30) point advantage in the 2nd half - We will play with a Running Clock **except the final minute.**

Home team is listed last on the schedule.

Only players and coaches are allowed on the bench.

**SHORTS CAN NOT HAVE POCKETS.**

Any player or coach ejected from a game must leave the court area.

Players ejected **MAY** sit on the bench during suspension in street clothes.

Coaches ejected **WILL NOT** be in court area during suspension.

Officials should be at the gamesite by 10 minutes prior to game time, if not call

**Kyle Boczkowski @ 843-469-5917**

**If you leave a message make sure to leave a phone number where you can be reached and stay by the phone**