

In-Town Program: General and Game Rules

(Changes for the 2011-12 Season are in boldface)

General Rules:

Equal Playing Time and Rotation Sheets

1. All players MUST play equal time regardless of skill level. Our purpose is not to win at all cost.
2. No player will sit out for two (2) consecutive periods with the exception of a team size of 11 or more.
3. Rotation schedules (attached within) must be used to ensure adherence to this policy.
4. Rotation schedules are to be shared with opposing coaches prior to the start of each game.
5. League coordinators have the right to inspect the rotation schedule to ensure adherence.
6. There will be no exceptions to the proper use of the rotation schedule without the approval of the league coordinator.

Game Format

1. The standard BYBA game will consist of eight periods. Each period is five (5) minutes of running time.
2. **A nine period game is allowed in 2 situations only:**
 - a. **In the case when at least one team has 11 players present. This rule only applies to games played at the Belmont High School facility.**
 - b. **For all games played on Court 3 at Belmont High School, which will now be played as a 4-on-4 game.**
3. The referee will stop play every 5 minutes at which time, all players on the bench will enter the game
4. Each game consists of a two (2) minute half time after the conclusion of the fourth quarter.
5. It is the coaches' responsibility to organize the team and move your players on and off the court quickly at each five minute break as not to exceed the allotted game time,
6. Coaches are to have their teams ready and standing on the sidelines five (5) minutes before the scheduled start of your game so as to maximize playing time.
7. The referees will begin the last five (5) minute segment five (5) minutes before your game is suppose to finish even if it is not the 8th segment.

8. **For the 3rd/4th Grade Leagues only: In the case where both teams have eight (8) players or less present, the game will be played with 4 players on the court for each team. The League Coordinator may choose to revert back to 5 players per team at his/her discretion at any time.**
9. **Any game played on Court 3 at the Belmont High School facility will be played with 4 players per team on the court**

Team Practice Policy

1. In-town BYBA teams are not to practice at any time other than the time allocated just prior to their league game.
2. Coaches are responsible for communicating with their players to ensure each player arrives thirty (30) minutes prior to a scheduled game.

Playoffs

1. All teams will participate in the league playoffs at the conclusion of the regular season. The seeding process is determined by win-loss record. In the event of a tie, head-to-head result is the primary tiebreaker. If still tied, BYBA officials will assign team seeds.
2. Playoff brackets are created by the BYBA officials and provided to the league coordinators.
3. The following rules are applied to playoff games only:
 - a. Overtime: a 3 minute overtime period is played. Subsequent overtime periods are 2 minutes. The clock is stopped during the last minute only.
 - b. Rotation Sheets: At the start of an OT period, both teams shall use the player rotation used for the 1st period of the game and proceed from that point.
 - c. Fouls: During the second half only, on the 8th team foul, the opposing team will shoot 1-and-1.
 - d. For shooting fouls only, the time clock will be stopped.**

Game Rules:

Game Clock Rules

1. The games consist of eight periods. Each period is five (5) minutes of running time. The referee will stop play every 5 minutes at which time, all players on the bench will enter the game.
2. Each game consists of a two (2) minute half time after the conclusion of the fourth quarter

3. The clock will stop in the final 2 minutes of the game for foul shots and violations provided that the difference in the team scores is less than 15 points.

Tie Games

1. All games that are tied at the end of regulation time will be counted as a tie EXCEPT during the final tournament where one three minute overtime will be played. If still tied, subsequent overtimes will last for 2 minutes. The clock will only stop during the last 1 minute of an overtime period.

Time Outs

1. Each team will be allowed one-20 second time-out each half. These time-outs are non-cumulative. During the tournament, each team will be allowed two time outs each half also non-cumulative.

Offense Rules

1. **One-Pass Rule (applies only to 3rd/4th grade leagues). When gaining possession either via a defensive rebound or after a basket by the opposing team, the offensive team must complete 1 pass (not counting the inbound) prior to attempting a shot. When a violation occurs, the offensive team will remain in possession of the ball, and will inbound at half court.**
2. **Inbound Pass (applies only to 3rd/4th grade leagues). Due to limited space at the Middle School, all inbound passes, except after a basket, will be made from the nearest sideline.**
3. **3-Point Field Goals (applies only to 7th/8th grade leagues). 3-Point field goals will now be awarded. A player must have both feet behind the 3-point line when shooting.**

Defense Rules

1. Zone Defense is not allowed. All players must guard an opposing team player. A defensive player may leave the person they are guarding only if that person is beyond the three (3) point line.
2. **Double teams are allowed in the following situations ONLY. If the offensive player is driving for the basket and is in the offensive lane or if another offensive player is beyond the 3-point line. Defense players may switch assignments but cannot double team.**
 - a. **For 5th-8th Grade Leagues only: On the first offense of the rule a warning is given to the defensive team. On subsequent offenses, a technical foul is awarded and possession of the ball is maintained.**

The Coach of the offensive team may select any player currently in the game to take the foul shot.

- b. For 3rd-4th Grade Leagues only: Play is stopped and defensive players are properly instructed. The offensive team remains in possession.**
3. Pressing: There will be no pressing in the backcourt AT ANY TIME except during the last minute of the game. **At no point can the defense perform a double team while pressing.** This means that once a team loses possession of the basketball, it must immediately retreat to a position behind half-court. However, anytime during the game if in the judgment of the referee the offensive team is not making a good faith effort to keep the ball in the forecourt, he/she can award the ball to the defensive team after a single warning. This particularly applies during the last two minutes of a game and in an overtime period.
 4. Stealing is now allowed in all leagues.

Backcourt and 3 Seconds Violations

1. Backcourt violations and the ten-second rule will be called throughout the game in the 7th and 8th and 5th and 6th grade boys' and girls' leagues.
2. There will be no 3 seconds violation. Instead there will be 5 seconds violation of the lane area in the 7th and 8th boys and girls' leagues.

Fouls

1. Shooting and intentional fouls will be called in all leagues. All will be 2 shot fouls. Intentional fouls will also result in possession of the ball being maintained by the team fouled.
2. Any player who commits 5 personal fouls will be disqualified. It is very important to do this from the first game so the players will not think fouling will be penalized.

Jump Ball / Possessions

1. There will be a jump ball to begin the game. On all subsequent jump balls and at the beginning of the fifth segment, teams will alternate taking the ball out of bounds.
2. Referees are responsible for maintaining which team owns the next possession.