

## **In-Town General and Game Rules:**

### **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 games consist of eight quarters. Each quarter is five (5) minutes of running time.
2. The referee will stop play every 5 minutes at which time, all players on the bench will enter the game
3. Each game consists of a two (2) minute half time after the conclusion of the fourth quarter.
4. 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,
5. 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.
6. 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.

#### 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 1<sup>st</sup> period of the game and proceed from that point.
  - c. Fouls: During the second half only, on the 8<sup>th</sup> team foul, the opposing team will shoot 1-and-1.

## **Game Rules:**

### Game Clock Rules

1. The games consist of eight quarters. Each quarter 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.

## 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. At the discretion of the official, with repeated offenses a technical foul can be awarded.
3. Pressing: There will be no pressing in the backcourt **AT ANY TIME** except during the last minute of the game. 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 the ball from the person dribbling is not allowed in the girls' 3<sup>rd</sup> and 4<sup>th</sup> grade leagues only.

## Backcourt and 3 Seconds Violations

1. Backcourt violations and the ten-second rule will be called throughout the game in the 7<sup>th</sup> and 8<sup>th</sup> and 5<sup>th</sup> and 6<sup>th</sup> 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 7<sup>th</sup> and 8<sup>th</sup> 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.