

DESOTO YOUTH BASKETBALL ASSOCIATION RULES OF COMPETITION

The philosophy of the DeSoto Youth Basketball Association ("DYBA") modified basketball is to have fun and to teach skills and sportsmanship in a manner that is consistent with the child's emotional, physical and mental development. It should emphasize enjoyment over competition and offer maximum playing time for each child to have every opportunity to handle the basketball.

The DYBA Board of Directors has the final authority to decide all matters pertaining to the rules and regulations stated in this document. If rule changes occur, all teams will be notified of such changes at least one week prior to the changes taking affect.

The rules of play for DYBA shall be the National Federation of Basketball Rules except for the following DYBA modifications:

A. General Laws

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|------------------------|--|--|
| 1. Goal Height | 8U and older
8U girls
6U and younger | 10 feet
8'6" feet
8'6" feet |
| 2. Ball Size | Boys 12U and older
Boys 10U and younger
All girl divisions | Regulation
285
285 |
| 3. Free Throw Distance | 8U and older
6U and younger | 15 feet
13 feet |
| 4. Duration Of Game | All Age Groups | Four 9-minute periods
One 3-minute overtime period. The 2nd overtime will consist of a free throw shootout. A player from each team will be granted an opportunity to shoot a free throw. The visiting team will shoot first. After both teams have an opportunity to shoot, the team that makes their free throw wins. If both teams make their free throw, a different player will have an opportunity to shoot a free throw. The visiting team will shoot first. After both teams have an opportunity to shoot, the team that makes their free throw wins. |
| 5. Time Outs | Two full 4-minute time outs per half
One 30-second time out per half
One full 1-minute time out for overtime period (No carryovers) | |
| 6. Clock Management | Clock will stop for: <ul style="list-style-type: none">• One minute between periods if time permits• The clock will stop at 4 ½ minutes of the 1st and 3rd periods of each game to allow for required substitutions and will start after 30 seconds. The clock will start after the required substitutions have been made within a 30 second timeframe. The ball will be given to the team in possession of the ball when the official stopped play. (12U and up do not require mandatory substitutions in the 1st and 3rd periods. They will have open substitutions. All players will still be required to play a minimum of 4 minutes in each half. Failure to do so will result in game forfeit.) Free Throws (Officials discretion if game is behind schedule) <ul style="list-style-type: none">• Two minutes for half-time (Officials discretion if game is behind schedule)• All time outs• All whistles during the final two minutes of the 2nd & 4th periods and during the last minute of overtime. | |

**** There will be a running clock when there is a 20 point or more lead. ****

7. Bonus Free Throws One & One free throws are to be shot **on** the opponent's 7th team foul each half. Double Bonus free throws are to be shot on the opponent's 10th team fouls of each half. Each team will receive 1 illegal defense -warning per half based upon age division requirements. Additional illegal defense will result in 1 free throw shot.
8. Uniforms All players shall have matching color shirts with a legal basketball number on the front (4") and back (6") with no two players having the same number.
- Illegal numbers: 6, 7, 8, and 9. Also numbers 16-19, 26-29, 36-39, 46-49, 56-59, 60-69, 70-79, 80-89, and 90-99. 00 is a legal number. A player cannot enter the game with an illegal number. He/she will have to either cover the illegal number with a legal number or replace his/her jersey.
- All players shall wear basketball shoes or equivalent.
- If tee-shirts are worn under the jersey, the color of the tee-shirt must match the base color of the jersey.
9. Three Point Scoring All shots from the 3-point arc will be counted as three (3) points unless the gym you are playing in does not designate a painted arc on the gym floor.
10. Forfeit Time The game time will also be the forfeit time. No grace period will be allowed.
11. Warm-ups Games will have a warm-up and half time of 3 minutes (Officials discretion if game is behind schedule).

B. Number of Players / Substitutions

1. All players present and physically able must play at least 9 minutes (4.5 minutes in each half) of each game. **Note: The clock must stop at 4 ½ minutes. The clock will start after the required substitutions have been made within a 30 second timeframe. (12U and up do not require mandatory substitutions in the 1st and 3rd periods. They will have open substitutions. All players will still be required to play a minimum of 4 minutes in each half. Failure to do so will result in game forfeit.)**
2. No player may be on more than one roster in the same age division unless authorized by the DYBA Board due to special circumstances in the same age division.
3. A coach may have a player sit out for disciplinary reasons. If so, the coach must notify the official scorekeeper and the opposing coach prior to the game. Once this is done, the player may not enter the game under any circumstances,
4. If a player arrives late or has to leave early, the coach must notify the official scorekeeper and the opposing coach. Failure to do so could affect the playing time rule regarding forfeiture. Be sure the official makes note of this on the official score sheet.

5. Player Rotation and Substitution

Players will enter the game in the following rotation schedule:

- A Coach must substitute all starting (5) players after the first 4.5 minutes of the 1st and 3rd periods. **Note: the clock must stop during this required substitution for 10U and younger within a 30 second timeframe.** Open substitution is allowed in the 2nd and 4th periods (with the exception of bullet-point 3 below). The ball will be given to the team in possession of the ball when the official stopped play. (12U and up do not require mandatory substitutions in the 1st and 3rd periods. They will have open substitutions. All players will still be required to play a minimum of 4 minutes in each half. Failure to do so will result in game forfeit.)

Laws/ Exceptions:

- If a team has 7 or less players present, the opposing coach may choose the players remaining in the game during the mandatory substitution periods. The opposing coach has to inform the Official Scorekeeper and Game Officials of the players to remain in the game. The opposing coach will have 15 seconds to provide the players' number to the Official Scorekeeper. If the opposing coach does not designate the players, the players will play as selected by their coach. **This does not apply for the 12 and up divisions.**
 - If a team has 8 or more players, an individual player cannot play the whole game. Each player must sit out 4.5 minutes.
 - If a team has more than 10 players, the players who did not play in the 1st and 3rd periods must play the 1st 4.5 minutes of the 2nd and 4th periods. (12U and up do not require mandatory substitutions in the 1st and 3rd periods. They will have open substitutions. All players will still be required to play a minimum of 4 minutes in each half. Failure to do so will result in game forfeit.)
 - Substitutions due to an injury must be cleared with officials and ~~the opposing coach and does~~ not affect the playing time rule. The injured player must be allowed to re-enter the game as soon as able at the discretion of the ~~coach and~~ officials.
 - In order to start the game, both teams MUST have 5 or more players. If a team has 4 or less players to start the game, the team must forfeit.
 - Fouled out, etc. players may not re-enter the game for any reason, including overtime. If a team starts the game with 5 players and during the game they have players that foul out which causes them to have 4 or fewer players, the team can continue to play until all players have fouled out.
 - ~~Substitutions in the 2nd and 4th periods and overtime may be done only when the clock has been stopped.~~
 - No substitutions may be made during the 1st and 3rd periods with the exception of injury substitutions or for disqualified players. (12U and up do not require mandatory substitutions in the 1st and 3rd periods. They will have open substitutions. All players will still be required to play a minimum of 4 minutes in each half. Failure to do so will result in game forfeit.)
5. Overtime is considered an extension of the 4th period of the game. All substitution rules that apply in the 4th period of the game also apply in the overtime period.
6. If a player fouls out or is injured, and all substitute players have each participated in four periods, then the coach may substitute any player who has not been disqualified without penalty. It must be noted in the official score book and clearly communicated to the officials and the opposing coach.
7. Illegal substitutions will result in a technical foul and all points scored by the illegal player during his illegal time in the game will be removed from the score books. Upon completion of the game, the results are final. **The illegal substitution must be discovered during the course of the game and within the designated period.**

C. Technical Fouls

1. Technical fouls can be called on players, coaches, parents and fans.
2. If a player or coach receives two technical fouls during a game, that player or coach must leave the gym for the remainder of the game. Two such ejections during the season will result in suspension for the remainder of the season.
3. Three technical fouls called on a team during a game will result in a forfeit. (Technical fouls against spectators will not count for forfeiture, but will result in 1 free throw shot.)
4. Technical fouls will result in 1 free throw shot.

D. Flagrant Fouls

Flagrant fouls involving players will result in 2 free throw shots awarded to the opposing team and possession of the ball.

*** Player misconduct will result in player ejection from the gym along with the parent(s) and 1 game suspension. If a player has 2 ejections during the same season, that player will be suspended for the remainder of the season. This also applies to the parents. ***

E. Lane Violations

12U and older	3 seconds
10U and younger	5 seconds

F. Jump Ball

8U and older will start each game with a jump ball.

G. Full-Court Defense

10U and older	<u>and older</u>	Allowed*
8U		Allowed**
4yrs old & 6U		Not allowed

* Will be allowed for the entire game up to a 20 point lead. Then it becomes illegal defense until the lead is cut to 10 points at which time it is allowed again.

** Will be allowed for the 2nd and 4th periods only during the last 2 minutes up to a 20 point lead. Then it becomes illegal defense until the lead is cut to 10 points, at which time it is allowed again.

Each team will be issued 1 warning per half for illegal defense, in which the play will be stopped and ball possession. Additional illegal defense will result in a technical foul, 1 free throw shot, and ball possession.

H. Zone Defense

10U and older—	Allowed, <u>subject to the restrictions outlined in letter G.</u>
8U	Allowed <u>full game</u> , subject to the restrictions outlined in letter G.
4yrs old & 6U	Man-to-Man only

- * Zone defense will be considered an illegal defense. Man-to-Man defense means the player must be within five feet of an attacking offensive player (see definition of man-to-man defense, page 4, letter N.) Switching players is allowed. Once an attacking player has entered the lane, the defense is allowed to go to the ball.

I. Team Bench

Only two coaches and team members are allowed on the bench during the game. Failure to comply will result first in a warning, and then a team technical will be assessed. Team followers are required to be at least 10 feet from the team bench unless gym situations dictate otherwise.

J. Scorer's Table

The only people allowed at the scorekeepers table during the game are:

- Coaches of the game in process
- Officials
- Players of the game in process
- Age division coordinators
- DYBA Officers

K. Officials

Any questions or concerns regarding game officiating must be directed to the appropriate division coordinator or the rules committee. Failure to observe this procedure may result in disciplinary action.

L. Protests

According to the 1991-1992 Federation Rules, Rule 5, Section Four, Article 2, 'The National Federation Basketball Rules Committee does not recognize protests. The DeSoto Youth Basketball Association will abide by this guideline. **Decisions made by the officials are final.**

M. Division Champions

Division winners will be determined by the following guidelines:

- Win / Loss record within the same Age level
- Head-to-Head
- One game playoff
- Two game playoff - if three teams are involved, a coin flip will determine the bye team. If four teams are involved, a drawing will determine the pairings. The winners of the first game will play for the championship.
- A post season tournament will determine DYBA's TAAF representative. DYBA may sponsor the 1st place championship winners for the 14U, 12U, 10U, & 8U age divisions if the budget permits. The tournament will

consist of a 14U bracket to include 14U boys and girls teams, 12U bracket to include 12U boys and girls teams, 10U bracket to include 10U boys and girls teams, and 8U bracket to include 8U boys and girls teams. 4yrs old and 6U boys and girls teams will participate in a separate tournament that does not qualify for TAAF.

N. Interpretation of the Man-to-Man Rule

An attacking offensive player is defined as being (a) in possession of the ball or (b) in a position to receive a pass and have a reasonable chance to score where he receives the pass. An offensive player on the other side of the court from the ball standing more than ten (10) feet outside the lane is not an attacking offensive player.

A defensive player cannot “camp” in the lane if the offensive player he is guarding drifts outside. The defensive player does not have to follow the offensive player all the way out to the 3-point arc, for example, to maintain the 5-foot maximum distance allowed; however, he does have to get out of the lane and maintain a position where he could reasonably be expected to play defense on the player he is guarding should that player receive a pass.

APPENDIX (QUICK REFERENCE)

- A. General Laws (Pg 1 & 2) - Goal height, ball size, free throw distance, duration of game, time outs, clock management, bonus free throws, uniforms, three point scoring, forfeit time, and warm-ups.
- B. Number of Players/Substitutions (Pg 2)–Player rotation/substitution, active/inactive players, & overtime rules.
- C. Technical Fouls (Pg 4)
- D. Flagrant Fouls (Pg 4) – 2 points awarded to opposing team & possession of ball.
- E. Lane Violations (Pg 4) – 3 seconds 12U and up & 5 seconds 4yrs old – 10U
- F. Jump Ball (Pg 4) – 10U and up
- G. Full Court Defense (Pg 4)
- H. Zone Defense (Pg 5)
- I. Team Bench (Pg 5) – 2 coaches (1 stand/1 sit). After 1st warning team technical.
- J. Scorer's Table (Pg 5) – Head Coach, officials, players that are checking in, age division coordinator, or DYBA officers.
- K. Officials (Pg 5) – Game decisions are final.
- L. Protests (Pg 5) – Are not recognized according to 1991-1992 Federation Rules, Rule 5, Section 4, Article 2.
- M. Division Champions (Pg 5)
- N. Interpretation of the Man to Man Rule (Pg 6)