

# MIDLOTHIAN YOUTH BASKETBALL

## ASSOCIATION RULES 3<sup>rd</sup>-6<sup>th</sup> Grade Divisions

### SUBSTITUTION RULES

**1.1** Games are 8 (4) minute quarters. Substitutions will be made as follows: As close as possible to the 4-minute mark of each quarter (dead ball, free throw, no fast break, etc.). Exceptions are as follows: injury, medical reasons, physical impairment and disciplinary reasons. If a player is present but MYBA rule infractions, injury or illness prohibit that player to play a full game, the coach of that player is required to notify the opposing coach and the scorekeepers prior to game time. This substitution period is not a time out and should not delay the game in any way.

**1.2** If a coach fails to substitute properly, the Scorekeeper will stop play immediately at the 24<sup>th</sup> and 28<sup>th</sup> minutes and substitution will be conducted in a manner in which a player with the least playing time will be subbed. If a coach commits a second substitution violation, this will cause that team with the violation a Technical Foul assessed to the coach. The ball will then be out of bounds on the side of the team not committing the Technical Foul. If this coach continues to make substitution violations throughout the year, he/she will go before the Ethics Committee and will face Disciplinary action.

**1.3** All players will play a maximum of six quarters unless a situation arises where a player fouls out, becomes ill or is injured. The coach will replace that player in question with the player on his bench that has the least amount of playing time. The player who replaces the fouled out, ill and/or injured player, will not be charged for the remainder of that time rotated (that time will be assessed to the player who started that 4 minute segment). The injured player can reenter the game in the same 4-minute period for the player that was substituted for them. If a team begins a game with six players, each player will play a minimum of six (6) rotations (or 24 minutes).

### PLAYING RULES

**2.1** No more than **TWO** coaches may sit on the bench with the team. Only the Head Coach can be standing to instruct their team as play is going on.

**2.2** All teams are required to be at the gym fifteen minutes prior to their game time. Line-ups with complete names and numbers are to be turned into the official scorekeeper ten (10) minutes prior to game time. If the completed line-up is not received in a timely matter the clock will start at your assigned game time. However, the game will not start until line-up is received. Each team will be allowed a maximum of 5 minutes to warm up. If a team is not ready to play 5 minutes after scheduled start time, then said team forfeits its game.

**2.3** Coaches are responsible for their conduct as well as that of the team, parents and supporters. Verbal abuse or questioning of calls made by the Officials by coaches or supporters, if continues after **one warning**, will be considered a flagrant Technical Foul and that person must leave the gym for that day. Further, if a coach should be ejected twice, there shall be an automatic suspension of the coach for one or more games and subject to section 13 of the MYBA Disciplinary Plan. The MYBA Ethics Committee shall determine this suspension period.

**2.4** Coaches must remain in the **immediate bench area** while play is in progress.

They may rise from the bench to instruct their players or to cheer a good play but **must not go onto the court or roam the sidelines**. Timeout huddles may go onto the court, but every effort should be made to clear the court promptly when the buzzer sounds to restart play. One warning shall be issued by the game Officials for any violation of these rules, after which Technical Fouls will be assessed. Only the coach and assistant coach that volunteered initially will be allowed on the bench.

**2.5** Games will be played according to UIL Rules for all MYBA league and Tournament play except for the following exceptions:

**2.6** The 1<sup>st</sup>/2<sup>nd</sup> boys and girls, 3<sup>rd</sup> grade boys, and 3<sup>rd</sup>/4<sup>th</sup> girls divisions shall play on goals set at a height of 8'6" from the floor. 4<sup>th</sup> grade boys will play on goals set at a height of 10'. Free throws shall be shot 12 ft from the goal. The 5<sup>th</sup>/6<sup>th</sup> Grade Divisions shall play on goals set at regulation height of 10'0" from the floor and will shoot from the regulation free throw line.

**2.7** Full court press is prohibited for the 1<sup>st</sup>/2<sup>nd</sup> grade divisions. All members of the defensive team must immediately return past the mid-court line of the defensive end (opposite end) of the court when the ball changes hands.

**2.8** Full court press is permitted only during the last 2 minutes of the second quarter and the last 2 minutes of the fourth quarter for the 3<sup>rd</sup> and 4<sup>th</sup> grade divisions. If a team is leading by 12 or more points, then full court pressing will not be allowed by that team.

**2.9** Full court press is permitted at any time for the 5<sup>th</sup> and 6<sup>th</sup> grade divisions. A team will not be allowed to full court press if they are leading by 12 or more points.

**2.10 NOTE:** If the losing coach notices the other team pressing in the applicable case, the coach should immediately notify the Scorekeeper. The Scorekeeper should stop the clock and sound the buzzer and notify the Officials.

**2.11 Penalty re: full court press:** First call on team – WARNING. Second and successive team calls – TECHNICAL FOULS.

**2.12** 3<sup>rd</sup>-6<sup>th</sup> grade divisions can play man to man or zone defenses. 1<sup>st</sup>/2<sup>nd</sup> grade division can ONLY play man to man defense.

**2.13** Free throws (1+1) are awarded on the 7<sup>th</sup> team foul. Bonus light is lit on the 6<sup>th</sup> team foul/ by half. Players will be ejected on their 5<sup>th</sup> foul.

**2.14** Games will consist of four (4) eight (8) minute periods. The clock stops on timeouts, injuries, and all whistles during the **last two (2) minutes of the fourth period. The clock will also stop for 3<sup>rd</sup>-6<sup>th</sup> grade divisions for shooting fouls. The clock will NOT stop during non-shooting fouls.**

**2.15** Each team shall be allowed four, one-minute time outs per game. There will be five minutes allowed between the 2<sup>nd</sup> and 3<sup>rd</sup> periods (halftime). Two timeouts are allowed per half. If timeouts are not used in the first half, they may *not* be carried over to the second half. In the event of a tie at the end of regulated time, only one three (3) minute overtime will be played. During the overtime, only one additional time out will be given. If the teams in question remain in a tie at the end of the overtime, then the game ends in a tie.

**2.16** A lane violation will be called in five (5) seconds for the, 3<sup>rd</sup>/4<sup>th</sup> Grade leagues and three (3) seconds for the 5<sup>th</sup>/6<sup>th</sup> Grade leagues.

**2.17** 3<sup>rd</sup> – 6<sup>th</sup> grade teams will play with an intermediate size ball, 28 ½" size. 1<sup>st</sup> and 2<sup>nd</sup> grade teams will play with a 27 ½" size ball.

**2.18** Coaches are required to keep practice attendance sheets. If a player misses one or more practices each week the coach has the right not to play that player more than three (3) quarters.

## **TECHNICALS**

**3.1** If one flagrant foul is called on any one person, or two Technical Fouls on the bench (Head Coach, Assistant Coach or player), they must leave the gym for that day. Two such ejections by a player will be subject to section 13 of the MYBA Disciplinary Plan. Three flagrant Technical Fouls on one team in one game will automatically be declared a forfeit for the offending team for that game. All Technical Fouls shall be two shot fouls plus the ball.

**3.2** Flagrant technical fouls are those of a serious nature that do mental and/or physical harm to the participants in the program. They display vulgar and abusive conduct and may **not be intentional**.

**FLAGRANT TECH:** ABUSIVE LANGUAGE

FIGHTING, ROUGH PLAY

BENCH VERBALIZATION

**NON-FLAGRANT:**

ILLEGAL SUBSTITUTION

ILLEGAL TIME OUTS

ILLEGAL DEFENSE

**3.3 TECHNICAL FOULS MAY BE ASSESSED TO A TEAM BECAUSE OF ABUSIVE PARENT OR FAN BEHAVIOR.**

**TEAM UNIFORMS**

**4.0** All players must have numbers on the back of their jerseys. Players must wear identical team colored jerseys. Individuals will not be allowed in the game with without identical team colored jerseys. Undershirts may be any color, but the entire team must wear the same color shirt.

**SCORE KEEPER AND GAME OFFICIAL DECISION**

**5.1 Decisions of the official shall be final.** If a coach is unhappy with the officiating of the game, they may submit a written complaint to the Commissioner Chairman. The Commissioner Chairman will review such complaints, discuss them with the Officials Association, and take whatever steps they may deem appropriate in an attempt to alleviate similar problems in future games. Again, the committee will only review those complaints, which are timely and submitted in writing.

**5.2** All recorded scores, number of fouls and timeouts made by Scorekeepers are final. All complaints must be in writing and turned into a League Official within a timely manner. **NO ONE IS ALLOWED IN THE SCOREKEEPER STAND AREA AT ANY TIME DURING GAMES EXCEPT FOR LEAGUE OFFICIALS AND GAME OFFICIALS. COACHES AND PLAYERS ONLY ARE ALLOWED ON THE BENCH AREA (EXCEPTION INJURED PLAYERS PARENT/GUARDIAN AND COMMISIONERS).**

**RULES OF THE OFFICIALS**

**6.1** Basketball becomes chaotic without impartial, competent officials. Officials must have the unconditional support of coaches, players and parents. Public or private criticism of officials undermines and demeans their purpose in the game. Most importantly coaches must refrain from criticizing officials to their players or in the presence of the players.

**6.2** The MYBA hires officials that are from a highly professional organization who are constantly trying to improve the standard of the referee. The welfare of the player and the sport of the game are their primary concern. Coaches should support and respect their organization.

**6.3** Coaches should strive to develop a dialog with the officials at meetings and develop and exchange with officials concerns and suggestions of the rules of the game at meetings. Coaches should invite officials to discuss the rules and the interpretation of the rules with their teams, promoting a better understanding of the practical application of those rules.

**6.4** On game day, officials should be treated with respect. Criticism of an official should be made in writing to the MYBA league officials. Coaches must not address the referee before, during the run of play, at halftime or after the game in a demeaning fashion, either verbally or by gesture. Coaches must demand the same from all his players and their parents. The coach must not incite players or spectators against the referee crew, or attempt to disrupt the flow of play. Violation of the aforementioned is considered unethical of any member of the MYBA.

**6.5** The use of slow motion video replay equipment to check a controversial decision made by an official is not allowed. On spot decisions required by the officials are considerably more difficult than criticism by the use of video tape to criticize calls to team members, parents and spectators with the sole desire of labeling an official incompetent must be considered unethical.

## **FEE STRUCTURE**

**7.1** At the beginning of the year, services will be solicited for Refereeing, Scorekeepers, Security, Administration (MISD) and Janitorial Services. The fees for some of these services will change from year to year in order to maintain a level of performance. All checks from the MYBA require at least two (2) signatures from league officials.

**7.2** Registration fee of players will be determined at preseason meeting.

**7.3** Admission fees will be determined each year at preseason meeting.

**7.4** Children of 5 years of age and under get in free.

**7.5** Season passes are good for league play and tournament play.

## **COACHING PRIORITY**

**8.1** In the event that we have more coaches wanting to coach a team, the following rules will apply. The association has established these guidelines in order to be fair in determining who has priority.

1. Previous Head Coach, in the same division as last year with child playing on team.
2. Previous Head Coach, from previous year moving up to higher division with child playing on team.
3. Previous Head Coach, from previous year moving down to lower division with child playing on team.
4. Previous Assistant Coach, in same division as last year with child playing on team.
5. Previous Assistant Coach, from previous year moving up to higher division with child playing on team.
6. Previous Assistant Coach, from previous year moving down to lower division with child playing on team.
7. Any adult that desires to Coach with child playing on team.
8. Any previous Head Coach from last season without child playing on team.
9. Any previous Assistant Coach from last season without child playing on team.
10. Any previous Head Coach from years past without child playing on team.
11. Any previous Assistant Coach, from years past without child playing on team.
12. Any adult who desires to coach without child playing on team.

## **DRAFTING PROCEDURES**

***Players unable to attend evaluations will be assigned as follows:***

**11.1** The League Officials will put all players on player evaluation sheet. The coaches will make observations and make notes on the evaluation sheets.

**11.2** Each player will be assigned a number for evaluations. When it's time for the draft, each coach will bring their evaluation sheet with the players numbered and marks they put for the child.

**11.3** The coach's child shall be considered the coach's first freeze. Assistant Coach's child will be the 2<sup>nd</sup> freeze.

**11.4** All brothers and sisters in the same division shall be on the same team unless requested otherwise by the parents. We are unable to accommodate for car-pooling purposes.

**11.5** All participants that request not to be on a team with a certain coach or player will be granted if requested by the parent. Only one request will be honored and must be submitted before the draft.

**11.6** Draft will follow Snake Draft Rules.

1. Each coach will select a number at random.
2. Freezes will be marked on the draft form and selection will begin with the first coach who does not have a freeze for the round (still following the snake draft) see Addendum to Drafting Procedures.
3. Selections will continue until all players are chosen.
4. NO TRADES. There are no trades allowed of any players during the draft OR after the teams have been established.
  - a. NOTE: Any coach making trades outside of the forum will be terminated and will not be allowed to coach in the future.
5. Team colors will be chosen in reverse order. Whatever coach had last pick will have first pick.

**11.7** Players that don't show up to evaluations face the risk of being cut for the season. Attendance to evaluations is very important. Players that do not attend evaluations may or may not be placed on a team by random selection at the end of draft (pending having enough coaches and practice gyms, this may impact the number of teams we are able to allow). If the league does not have enough coaches and you didn't attend evaluation will be given a full refund.

**11.8** Players that are deemed frozen PRIOR to evaluations are not required to attend evaluations.

## **FREEZES**

- All returning Head Coaches/new Head Coaches/Head Coach who was an assistant coach previously are allowed 6 total freezes. Head Coaches will also be allowed to have a max of 2 Assistant Coaches.
  - The Head Coach's child would be 1 freeze
  - The Assistant Coach or Coaches can freeze their child (which would be a max of 2 freezes)
  - Coaches can now freeze 2 children who have not played for you in the previous season

Again, the total number of freezes will be 6. The deadline for freeze forms will be determined by the MYBA Board.

- If a child is frozen for an assistant coach, that coach must be on the bench with the head coach. Only registered assistant coaches are allowed on the bench.

## **Addendum to DRAFTING Procedures:**

Freezes will work as follows on the draft-

- If you have 6 freezes the players will be numbered 1-6 and you will not pick from the players in the draft until the 7<sup>th</sup> round of the draft.
- If you have 4 freezes the players will be numbered 1-4 and you will not pick from the players in the draft until the 5<sup>th</sup> round of the draft.
- If you have 3 freezes the players will be numbered 1-3 and you will not pick from the players in the draft until the 4<sup>th</sup> round of the draft
- If you have 2 freezes the players will be numbered 1-2 and you will not pick from the players in the draft until the 3<sup>rd</sup> round of the draft
- If you only have one freeze that will be your 1<sup>st</sup> pick and you will be able to pick from the players in the draft on the 2<sup>nd</sup> round.
- At the beginning, every coach will draw a number. There will be no trading of the numbers drawn.