

OFFICIAL GYB PLAYING RULES

SECTION 1 - OFFICIAL RULE BOOK

1.1

SAFETY FIRST - The safety and well being of our players is always GYB's main concern. Referees may stop games at any time to investigate the condition of a player who may be hurt and shall resume play as soon as reasonable. Coaches on the court for injuries are not required to remove the player. The player may remain in the game at the discretion of his coach and the referee. The player's safety is the determining factor.

When a referee witnesses a player hitting their head on the floor, they may stop the game and allow the player to be attended. At this time, players remain on the court and the team is not charged a timeout. Concussion example will be implemented at this time. It is up to the coach and/or player to decide if they will be removed from the game. Parents will also be notified immediately.

1.2

FORFEIT TIME is ten (10) minutes after scheduled game time. If requested, referees are required to remain at game site and work an organized practice game or controlled scrimmage, allowing adequate time to start the following game on schedule.

Any team that forfeits or initiates a rescheduled game for any reason must pay the league a \$50 fee per occurrence/game. If your team cannot play a scheduled game you must make every effort to reschedule. Court and referee assignment is the responsibility of the team requesting the reschedule with the approval of the opposing coach. Referee fees and or gym fees for rescheduled games are the responsibility of the team that requests the reschedule wherever the games are played.

1.3

PRE-GAME CONFERENCE - Coaches and referees shall meet as soon as possible following the end of the previous game to discuss applicable divisional rules. Recommended: one minute maximum.

1.4

COACHES MUST SIT RULE - All coaches shall remain seated on their team bench during the game. Coaches are permitted to stand temporarily to cheer a play or instruct players but must then return to their seat. Head Coach may be subjected to the "Seat Belt Rule". Only one coach standing at a time.

Only the head coach, under the rules of the game, may approach the scorer's table to correct an error. If a head coach cannot control "their team's parents" and / or bench a possible forfeit may be necessary. The game officials will mandate a coach's assistance for fan control. Maximum of two (2) coaches on the bench at a time, coaches are able to alternate games.

1.5

COACH CONDUCT - Each GYB coach or coach of other teams shall be totally responsible for the conduct of his assistant coaches, players, fans, and himself. Absolutely no abusive or vulgar language will be tolerated towards players or game officials. No smoking will be

permitted on the playing courts. No alcoholic beverages or illegal drugs will be allowed at any GYB function.

1st infraction - First technical foul charged to the Head Coach

2nd infraction - Second technical foul charged to the Head Coach. The Head Coach is ejected from the game and must exit the gymnasium.

3rd infraction - Game is over and the offending team is placed on immediate suspension.

Players, coaches or bench personnel who use profanity in any manner shall be charged with a flagrant technical foul. Penalty for a flagrant technical foul includes disqualification (ejection from the gym) of the offender.

A technical foul may be assessed against the offending team's head coach for repeated violations. Coaches or bench personnel disqualified from a game must leave the premises within 1 minute. Failure to comply may result in a team forfeit.

SECTION 2 - LENGTH OF PLAYING PERIODS

2.1

WINTER, FALL, SPRING and SUMMER Season for UNIFIED league will consist of two (20) twenty- minute halves with a running clock.

Running clock stops only for:

- a) Time-outs - Head coach or player on the court may request a time-out.
- b) Last two minutes of the 2nd half.

2.2

WINTER, FALL, SPRING and SUMMER Season for OPEN league will consist of four (10) ten minute quarters with a running clock.

Running clock stops only for:

- a) Time-outs - Head coach or player on the court may request a time-out.
- b) Last two minutes of the 4th half.

2.3

WINTER, FALL, SPRING and SUMMER Season for JUNIOR league will consist of four (8) eight minute quarters with a running clock.

Running clock stops only for:

- a) Time-outs - Head coach or player on the court may request a time-out.
- b) Last two minutes of the 4th half.

SECTION 3 - CLOCK

If the point difference is ten (10) points or less any time during the final two (2) minutes of the last period, the clock shall be regulation time for the balance of the period. This does not apply to overtime periods.

SECTION 4 - HALF TIME

Half time will consist of three (3) minutes or what is allowed per Director of Operations to keep games on time.

SECTION 5 - OVERTIME

Overtime periods shall be two (2) minutes in duration. The first minute shall be a running clock and the last minute shall be a regulation (stop) clock. Additional overtime periods shall be one (1) minute regulation clock. If score is still tied after second overtime, decision goes to team first to score. Teams are limited to one time-out in each overtime period and it does not carry over.

SECTION 6 - TIME-OUTS

6.1

Time-outs will be 45 seconds in duration. Each team will be allowed two (2) time-outs in each half and one (1) for each overtime period. Unused time-outs cannot be carried over to the second half or into overtime. They must be used or they will be lost.

6.2

Teams will advance the ball to half court after a time-out.

SECTION 7 - FREE THROW BONUS

7.1

Penalty free throws will be shot on the 7th team foul in each half. Bonus free throws are 1 and 1. Double bonus situation will be shot at 10th team foul.

7.2

Lane consists of 2 offensive players & 4 defensive players max.

7.3

Players cannot leave their position on the lane until the RELEASE of the ball.

SECTION 8 - FOUL OUTS, EJECTIONS, TECHNICALS & INJURIES

8.1

SICKNESS, INJURY OR HEALTH PROBLEMS - A player temporarily removed from a game for injury or health reasons may re-enter at the discretion of the coach and the referee. If there is blood, the player will be removed from the game until the bleeding stops and the wound bandaged. A uniform saturated with blood must be changed for a blood- free uniform.

8.2

FOUL OUTS AND EJECTIONS

5 personal fouls = Fouled out

2 Technical fouls = Fouled out

1 Ejection = Leave Gym

8.3

TECHINCAL FOULS

Technical fouls count towards TEAM FOULS not personal foul

Technical foul = 1 Shot plus possession of ball

If you are in bonus with a technical foul = 2 Shots plus possession of ball

If you are in double bonus with technical foul = 3 Shots plus possession of ball

8.4

DISCIPLINE - If a player misses consecutive practices without an excuse, the coach will notify the player's parents. If this continues, the coach may notify the program director and the player may not be eligible to play the next scheduled game. The local board of directors must approve this.

SECTION 9 - FOUR (4)- PLAYER RULE

NOTE: Teams must have four (4) players to start the game.

SECTION 10 - MERCY RULE

If a team has a 25-point lead any time during the game, the scorekeeper shall notify the referee to implement the mercy rule. The team with the lead cannot employ full-court or half-court pressure, must play defense below the three point line. The clock will run at all times, except for time-outs, until the difference is 15 points or less.

SECTION 10.1 - FULL COURT PRESS

JUNIORS 3rd/4th- No full court press allowed at all times.

OPEN 5th/6th & 7th/8th- Full court press allowed during 2nd & 4th quarter ONLY until mercy rule is in play.

UNIFIED- Full court press allowed until the point difference is greater than 15 points, once the point difference is greater than 15 points opposing team will have to play defense behind the half court line.

SECTION 11 - DEFENSE

11.1

Teams may play zone or man defense at any time during the game.

11.2

UNIFIED 6th and 8th grade league- Full court press allowed until the point difference is greater than 15 points, once the point difference is greater than 15 points opposing team will have to play defense behind the half court line.

11.3

OPEN 5th/6th & 7th/8th- Full court press allowed during 2nd & 4th quarter ONLY until mercy rule is in play.

11.4

JUNIORS— No full court press allowed at all. When defensive rebound is obtained, the opposing team must retreat back to either man to man or zone. NO STEALING the ball when player is dribbling.

Ten (10) seconds back court violation will be implemented at all times during the game.

11.5

FREE THROWS - The free throw line will be ten (10) feet from the face of the backboard. A shooter's foot may touch but not completely cross over the line. A maximum of six (6) players, Four (4) defensive and Two (2) offenses may occupy the free throw lane.

JUNIORS- Free-throw line will be 2 feet closer to basket.

SECTION 12 - OFFENSE

12.1

All Divisions —3 second Rule— An offensive player who has one or both feet in the painted area for more than three seconds can be called for a violation. The player must have both feet outside the paint before he can re-enter, and the referee's three-second count begins again.

12.2

All Divisions— 5 second violation — There are two different 5 second violation calls. One is applied when a team cannot pass the ball in- bounds within 5 seconds. This results in a loss of possession. If a player is dribbling the ball and picks up her dribble, the player will have 5 seconds to get rid of the ball. If a player doesn't get rid of the ball within the count, it is a 5 second violation and results in a turnover.

SECTION 12 - UNIFORM

All team members must wear the same color jerseys. Two (2) points will be given to the opposite team for each player who is not wearing the same color jersey.

SECTION 13 - PROTEST

The league will not recognize any protests unless it relates to rostered players. Protests concerning the validity of a rostered player must be submitted in writing by the head coach. If the rostered player accused has been playing ineligible, all games that the player has played in will be forfeited for their team.