

## NYBA RULES AND POLICIES

### Summary of Revisions to the NYBA Rules for 2009-2010:

- There are no rules changes for the 2009-2010 Season

### Article I: General Rules and Policies

- A. The NYBA uses the High School Basketball Rule Book as its official guide. Please consult the rule book for any changes for the current basketball season.
- B. The NYBA uses specific exceptions to the High School Basketball Rule Book. The exceptions are listed in this section. These exceptions help provide a quality program in the time available and adjust the program to the age of the players.
- C. Coaches are expected to act in a positive and supportive manner toward all players at all times, and to display good sportsmanship toward the officials, who are an integral part of the program.
- D. It is the responsibility of the coaches to demonstrate good sportsmanship and they will be responsible for the actions of players, parents and themselves.
- E. Foul, abusive, or threatening language directed at any player, referee, or anyone involved in the NYBA program will not be tolerated at any time.
- F. Coaches and/or assistant coaches assessed with two technical fouls (not including illegal defense technicals) must leave the game facilities.
- G. Every coach and player shall shake hands with the opposing team at the end of the game to show good sportsmanship. Failure to shake the opposing team's hands will mean suspension from the next game. A second violation means a suspension of 3 games.
- H. The NYBA has a specific "CODE of CONDUCT" governing the behavior of all players, coaches, bench personnel and spectators.
- I. Coaches are reminded that they are to remain seated during the course of the game, per the High School Rules. The NYBA allows Coaches to stand and enter the court to attend to an injured player. Coaches are asked to use discretion before entering the court until play has been stopped by an Official

## **Article II: Game Time Regulations**

- A. Halves
  - 1. (2) Twenty minute halves - running clock
    - a. Last two minutes of 2<sup>nd</sup> half - stop clock
    - b. EXCEPTION: Either team ahead by fifteen (15) points or more.
  - 2. Clock stops only for substitutions (per VI B.), time-outs, free throws, injury, A.1.a above, and C.1 below.
  - 3. Time between halves - five (5) minutes.
- B. Time-outs: Time-outs will be 45 seconds each with no accumulations. The scorekeeper shall signal a warning buzzer at 30 seconds, and again at 45 seconds. Both teams should be on the court ready to resume play at the sound of the second horn.
  - 1. Three time outs per game total. No per half limit.
  - 2. Overtime - one time-out for each overtime period
- C. Overtime:
  - 1. First overtime - two minutes stop clock.
  - 2. Second overtime - sudden death.

## **Article III: Backcourt Checking**

### **Boys and Girls - Grade 3 & Girls 3<sup>rd</sup>/4<sup>th</sup> Combined Division**

- A. No back court checking is allowed at any time during the game.
- B. All backcourt checking violations will result in a warning by the Referee. No technical fouls will be called for back court violations. Possession of the ball awarded to the offensive team. EXCEPTION - If, in the referees opinion, the coach is using backcourt checking as a strategy (to run time off the clock, for example), a technical foul may be called. Two (2) points awarded, plus possession.

### **Boys and Girls - Grades 4 through 6**

- C. Back court checking is allowed only in the last two (2) minutes of the 2<sup>nd</sup> half, and subsequent overtime periods. Both teams can back court check at any time during that two minute period. The team ahead cannot back court check if ahead by fifteen (15) points or more.
- D. For unauthorized backcourt checking, the first violation is a warning. All subsequent violations will result in a technical foul. Two (2) points awarded, plus possession of the ball. Point of clarification: If, in the judgement of the Referee, the backcourt checking was accidental and not intentional, a technical foul may not be awarded. The ball will be awarded out of bounds to the offensive team. The intent of this rule is to prevent coaches from using this as a defensive strategy.

### **Article III: Backcourt Checking (cont)**

#### **Boys and Girls - Grades 7 through 12**

- E. The team ahead cannot back court check if ahead by fifteen (15) or more points.

### **Article IV: Defense**

#### **Boys and Girls - Grades 3 through 6**

- A. Zone defense is not allowed-

Once the ball crosses the half court line and enters the front court, the defensive player must be within three (3) feet of the offensive player when the offensive player is inside the Designated Area (DA). This also applies to inbounding the ball on the baseline, in the front court. Please refer to the diagram of the DA on the next page. Exceptions as noted.

#### **Intent of Rule:**

- B. Prohibit zone defense in order to teach person-to-person defensive skills, which include switching and "helping", a fundamental of basketball.

#### **Explanation of the Rule:**

Zone defense is defined as defending an area of the court rather than a player. The term "double team" can mean up to 5 defensive players.

- C. Each defensive player may leave the offensive player only to go after a loose ball or double team another offensive player in possession of the ball **and** inside the DA. Each defensive player must return to their offensive player when these actions are completed, if their offensive player is inside the DA.
- D. If the offensive player leaves the DA, the defensive player is not required to follow. The defensive player may play anywhere he/she chooses while the player being guarded elects to stay outside the DA.
- E. No multiple teaming of any offensive player by a defensive player is allowed outside of the DA, to avoid a half court trapping defense.

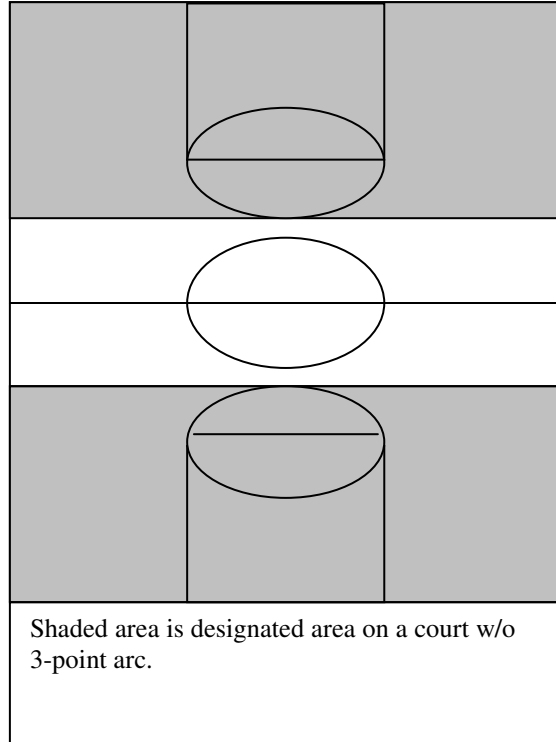
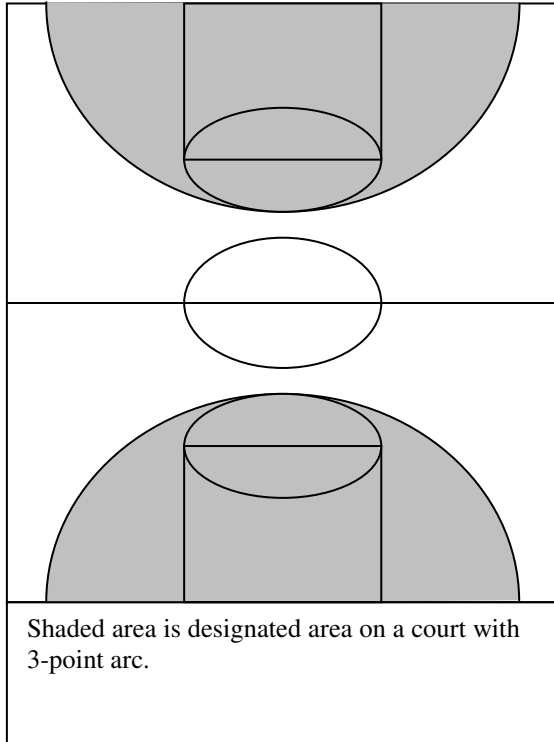
#### **Violations:**

- F. For 3<sup>rd</sup> and 4<sup>th</sup> grade boys and girls: on illegal defense technical fouls, the first two violations will receive a warning. All subsequent violations will result in two (2) points being awarded to the offensive team, plus possession of the ball.
- G. For 5<sup>th</sup> and 6<sup>th</sup> grade boys and girls: Players and coaches will be warned upon first offense. Further violations will result in a technical foul. Two (2) points awarded to the offensive team, plus possession of the ball.

**Definition of the Designated Area:**

The specific Designated Area (DA) shall depend upon the configuration of the gym floor. The intent is to use the 3 point line as the boundary for the DA. However, if the gym does not have a 3 point line permanently marked on the floor, the DA boundary line shall be a line parallel to the baseline and the midcourt line, running across the arc at the top of the key. See the diagram below:

**DESIGNATED AREA (DA) DIAGRAM**



**Article V: Offense**

**Grades 3 through 6 :**

- A. Three (3) point goal *not* in effect.

**Article VI: Individual Playing Time**

- A. League policy is that all eligible players during the course of a game should receive equal playing time. Players can become ineligible due to illness, injury, or disciplinary action of the coach. If a player is ineligible, the scorekeeper and the opposing coach should be informed prior to the game or during the game if the disqualifying event occurs during the game. If the player is ineligible, the parents or guardians should also be informed of his/her disqualification. League scorebooks may be monitored by the Board of Directors at its' discretion to ensure compliance by all teams.
- B. Player substitutions can only be made at the designate 5 minute marks during each half. The referees shall stop play as close to the 5 minute mark as possible. This will be done at the discretion of the Referees, so as not to stop the game during a continuous play. All planned substitutions should be made at this time. If a player is injured or fouls out of the game, then a substitution can be made when play is stopped. Only an eligible player may enter the game. The player playing the majority of the time in that section will be charged for playing in that section. A "section" is defined as ¼ of a half, for 4 total sections per half and 8 sections total per game. Point of emphasis: All players must report to the scorekeeper prior to entering the court..
- C. Maximum and Minimum Playing Time: The following is the maximum and minimum time a player may play in a game depending on the number of players on the team at the beginning of the game.

<b>PLAYERS</b>	<b>MAXIMUM</b>	<b>MINIMUM</b>
11	4 sections	3 sections
10	4 sections	4 sections
9	5 sections	4 sections
8	5 sections	5 sections
7	6 sections	5 sections
6	7 sections	6 sections
5	8 sections	8 sections

- D. All players must sit at least one section in the first half of the game, except for teams that start the game with 5 or 6 players.
- E. Teams with 4 or less eligible players at the start of the game will forfeit the game. A 10 minute grace period will be allowed.
- F. Violations of Article VI, Section A, B, C, D or E will result in an automatic forfeiture.
- G. Coaches are reminded of the "spirit of the rule", and are asked to ensure that equal playing time is provided to ALL players over the course of the season.
- H. For Grades 3 only, a Coach may leave the bench to manually "match up" his/her players at the beginning of a half or at the substitution break. Grades 4 and above, the Coach is not allowed on the court to manually "match up" his/her players.

### **Article VII: Free Throws**

- A. Boys and Girls grade 3 - The free throw line will be at eleven (11) feet.
- B. Boys & Girls grade 4 & Girls combined 4<sup>th</sup> / 5<sup>th</sup> grade - The free throw line will be at twelve (12) feet.
- C. Girls combined 5<sup>th</sup> / 6<sup>th</sup> grade division - The free throw line will be at fifteen (15) feet. However, Referees are instructed to be lenient with the shooter going over the line.

### **Article VIII: Technical Fouls**

- A. When a technical foul occurs, no foul shots will be taken. The other team will be awarded two (2) points and the ball out of bounds, at mid court opposite the scorers table. The player from the other team closest to where the technical foul occurred will be given credit for the points, at the judgment of the Referee.
- B. Code of conduct violation - penalties

Please refer to the NYBA Code of Conduct for specifics of the expectations for all players, coaches, bench personnel and spectators, as well as the specific penalties.

Any player receiving a technical foul will be required to sit out the current section and the following section. For the purpose of the playing rule, the player sitting out will be marked as having played in each of those sections.

Any player or coach who is ejected will be suspended from the next 2 regular season games. All suspensions are considered final, with no appeal process.

### **Article IX: Equipment**

- A. All Players must wear assigned NYBA basketball uniform.
- B. A portable clock and scoreboard will be used when the gym scoreboard is unavailable.
- C. The electronic scoreboard will show the team scores at all times, regardless of the point differential.
- D. NYBA Referees will designate for each team the eleven and twelve foot free throw line where appropriate.
- E. The Scorekeepers will operate Arrow display indicating alternate possession.
- F. NYBA will provide the game balls. Synthetic leather balls will be used for all NYBA games
- G. Basketball Sizes  
Girls grades 3 & 4 - Baden 27.5 (27.5 inch circumference) *Note - Girls Divisions G3 & G3/G4 combined will use the smaller (27.5) ball*  
Boys grades 3 thru 6 - Baden 28.5 (28.5 inch circumference)  
Girls grades 5 through 12 - Baden 28.5 (28.5 inch circumference) - *Note: Girls 4<sup>th</sup> grade teams playing in the G4/G5 division will use the larger (28.5) ball.*  
Boys grades 7 through 12 - Baden 301 (30 inch circumference).
- H. Height of Baskets  
All grade levels will play their games on 10 foot baskets.