

BEREA YOUTH BASKETBALL LEAGUE
Appendix A
Proposed Amendments November 28, 2012

RULES FOR BEGINNER DIVISION

*****EXCEPTION for Beginner Division: Rules listed below are to be used if score is kept. For the 2012-2013 season, score will not be kept. There will be a running clock. The clock will be set for 30 minutes of play and 20 minutes of practice before play begins. Play will focus on fundamentals and instruction on the game of basketball.*****

Two games will occur at one time. The curtain in the gym will divide the court and teams will play cross way. Play is to focus on fundamentals and sportsmanship.

Rule 1: No stealing the ball shall occur from other players while they are dribbling. Balls not in the possession of a player...ie..Loose balls...are considered live balls and may be picked up by the opposing player and not be considered as stealing the ball.

Rule 2: There shall be no full court press at any time for the Beginner division. Doing so will result in a technical foul (2) shots plus possession of the ball.

Rule 3: Coaches must warn their players about walking with the ball and continue to encourage and instruct them to dribble. No continuous walking with the ball will be allowed. After two (2) warnings, walks will be called.

Rule 4: Each child must play one full quarter and sit one full quarter.

Amendment: If a player is not present by the end of the 1st quarter, the coach has the choice whether or not to play that child.

Rule 5: Beginner games will begin with the 5 starting players of each quarter shooting free throws. Once a player has shot the free throw, that player **MUST** remain in the game unless the player becomes ill, injured, or fouls out. This rule is intended to prohibit a coach from having other than the starting players for that quarter shoot the opening free throws and it is not intended to prohibit legal substitution; however, it is recommended that substitutions be made only after RULE4 has been satisfied.

Rule 6: Double teaming shall be allowed only in the 3 second area of the court...ie the paint. Outside of the paint, each player must remain on who they are assigned to guard.

Rule 7: There will only be one overtime period.

Rule 8: Overtime period will be 2 minutes in length. There will be no free throws at that start of the overtime period. If, in the instance, there is a tie at the end of the overtime period, each team will then shoot five free throws, the team with the leading score at the end of those five free throws, will be declared the winner.

RULES FOR ROOKIE, JV, & VARSITY DIVISIONS

OFFICIAL REFEREE RULES!!!

- If a player makes any obstructive scene/motion to a call it will be an automatic technical foul. Player needs to approach the head coach and if the head coach thinks it's necessary, he then can approach an official during a dead ball. Disrespect for officials will not be tolerated by players, coaches, assistants or fans. Head coaches will receive a technical foul if an assistant coach argues a call made by the official.
- Coaches are in charge of fans. If an official thinks a fan is out of control, the official will approach the coach to handle. On the 2nd offense, a technical foul will be called on the coach and the fan will be ejected. If the same fan has a 3rd offense (at a different game), he/she will be banned for the remainder of the year.
- The head coach will assign a captain for each game. Before each game, the head coach and team captain from both teams will have a quick meeting with the officials as a reminder that the head coach is responsible for his team, assistant coaches and spectators.
- Officials will be in control of the game.

Middle School rules apply with the following exceptions:

STARTING THE GAME

Note: Rule 1 will apply to the Rookie Division only.

Rule 1: The first possession to start the game will be awarded to the team that scores the most points from the free throw line. Alternate possession will be observed throughout the rest of the game. At the start of the other remaining quarters, the possession arrow will dictate possession of the ball. Any overtime periods will start with free throws and the team making the most, will gain first possession. If both teams tie in free throws made (start of the game and overtime), an additional free throw will be shot and the team who makes the basket will be awarded the ball. Example: If at the start of the game, Team A makes 4 out of 5 free throws and Team B makes 3 out of 5, then Team A will be awarded the ball to start the game.

Rule 1A: Junior Varsity games shall be started with a tip-off at mid-court. Alternate possession will be observed throughout the rest of the game. During the start of all overtime periods, a tip-off shall occur with alternating possession occurring when needed throughout overtime periods.

Rule 2: Rookie/Jr. Varsity games shall be four (4) quarters of five (5) minutes and Varsity games will be four (4) quarters of six (6) minutes.

Overtime periods for Rookie/Jr. Varsity levels shall be 2 minutes and 4 minutes for varsity. Warm-up time shall be three (3) minutes for both divisions as well as a three (3) minute halftime.

Rule 3: ROOKIE games will begin with the 5 starting players of each quarter shooting free throws. Once a player has shot the free throw, that player **MUST** remain in the game unless the player becomes ill, injured, or fouls out. This rule is intended to prohibit a coach from having someone other than the starting players for that quarter shoot the opening free throws and it is not intended to prohibit legal substitution; however, it is recommended that substitutions be made only after RULE 8 has been satisfied. No free throws at the start of overtime period.

Amendment: JV will NOT shoot free throws at the beginning of each quarter

Rule 4: Prior to the start of each quarter, the coaches should show each player his/her defensive assignment. (Center court line-up)

Rule 5: Two (2) 30 second time outs per half are allotted to each team. Unused time outs in the first half will not be carried over to the second half. One (1) time out is given to each team per overtime period in overtime games. No timeout from the second half will be carried over to the overtime period.

Rule 6: Players shall **NOT** wear jewelry, earrings, or watches, nor chew gum during warm-ups or games.

Rule 7: If a team is unable to field four (4) players at the scheduled starting time of the game, a five (5) minute waiting period will be granted for the late players. If extra players do arrive, the game will be played, but the team will be assessed a two (2) shot technical foul for delay of game. If, at the end of the five (5) minute waiting period, the team still does not have four (4) players, the game will be forfeited. A scrimmage game could be played with the players that are present if both coaches agree.

PLAYING RULES

Rule 8:

(a) Every player present must play one full quarter each game.

(b) Every player present must sit-out one full quarter each game unless one team has six (6) or fewer players. If a team has less than six players either team may play who they wish, as long as every player present plays at least one quarter.

NOTE: A violation of RULE 8 will result in a two (2) shot technical foul, possession of the ball, and an unsportsmanlike conduct penalty on the offending coach. If a player in violation of RULE 8 has scored any points in the quarter of which he/she was not eligible to play, then those points will be removed from the score. The possession arrow remains unchanged during these procedures.

NOTE: *In the event of an injury that requires the removal of a player from the game, this removal will not count against that player's eligibility. The player being substituted for the injured player will not have this time counted against his/her required time out of the game. However, a coach should use good judgment in making this substitution and shall not take unfair advantage of the opposing team.*

DEFENSIVE RULES

(RULES 9-12 FOR ROOKIE LEAGUE ONLY)

Rule 9: Players on defense must stay behind mid court line on the defensive end of the court until the ball has penetrated the line, either by pass or by dribble. Once the ball has penetrated the hash mark, the rule is then no longer in effect until the ball changes possession.

Rule 10: No Zone defense shall be allowed.

Rule 11:

(a) No double teaming, except when the offensive player with the ball is in the free throw lane.

(b) No guarding in the back court.

(c) If the defense is running down the floor in the back court and a pass is thrown wild, then the defense may recover a fumbled or loose ball in the back court.

NOTE: If a team in either half commits five (5) or more violations of rules 9, 10, 11 and 12 in any combination, then a (2 shot) technical foul will be assessed Possession will be awarded to the team shooting the technical. Any violation after 5 that occurs in a half will result in a technical foul per violation. Violations will reset after each half.

Rule 12: Players must stay within guarding distance of opponent (6 feet). If the ball is fumbled or loose on the floor, then the defensive player may run and get it even though he/she may go more than six (6) feet from his/her opponent. If the offense tries to drive by a defensive person who is guarding another player, then the defensive player may reach out and steal the ball, as long as he/she does not actively leave the defensive position and chase the offensive player. The penalty for this will be illegal defense.

NOTE: Rules 9 and 11b shall not be in effect only in the last two (2) minutes of the fourth (4th) quarter and all overtimes. Rules 10, 11a and 12 shall be in effect at all times

(RULES 9A-12A FOR JR.VARSITY LEAGUE ONLY)

Rule 9A: Players on defense may use a full court press, but it must be in the form of man to man. No zone presses are allowed.

Rule 10A: No zone defense shall be allowed.

Rule 11A:

(a) No double teaming, except when the offensive player with the ball is in the free throw lane.

(b) Guarding in the back court is allowed. However, it must be a man to man full court press, no zone presses are allowed.

Rule 12A: Players must stay within guarding distance of opponent (6 feet).

Rule 12B: If the ball is fumbled or loose on the floor, then the defensive player may run and get it even though he/she may go more than six (6) feet from his/her opponent.

Rule 12C: 12A will not be in effect when an offensive player attempts to penetrate the ball inside the three point arch. The defensive player closest to the ball may stop that penetration and a switch of defensive players may occur. *Example: Offensive player 1 begins penetration toward the basket, defensive player 1 gets caught in a pick or screen, another defensive player may take away that penetration and assume defense on offensive player 1. Defensive player 1 will pick up the man that defensive player 2 left to guard offensive player 1.*

NOTE: If a team in either half commits five (5) or more violations of rules 9A, 10A, 11A & B and 12A in any combination, then a (2 shot) technical foul will be assessed Possession will be awarded to the team shooting the technical. Any violation after 5 that occurs in a half will result in a technical foul per violation. Violations will reset after each half.

NOTE: If a team is up by 10 points or more, rules 9 and 11b shall no longer be in effect and the team must play in a half court setting only, until the lead of the score falls below 10. Rules 9 and 11b will then go back into effect once the score falls below 10. 1st violation will be a warning, second violation will be a 2 shot technical foul

Note: If the lead for either team becomes greater than 15, the clock will continue to run, until that lead falls below 15.

NOTE: Rules 9A, 10A, 11A & B and 12A, B, & C shall be in effect at all times.

(Rule 13- is in effect for the Varsity level)

Rule 13: If a team is leading by 15 points or more, then they are not permitted to press at any time. The first (1st) violation of rule 13 will result in a bench warning. All subsequent violations will be a two (2) shot technical and possession of the ball. The alternate possession arrow will not be changed.

Note: If the lead for either team becomes greater than 20, the clock will continue to run, until that lead falls below 20.

OFFENSIVE RULES

NOTE: No one player should be allowed to dominate the game. That is not the purpose of this league. We should be teaching the individual skills and team play to everyone and should not allow one player to handle the ball all the time, or do all the shooting. The following rules are designed with this in mind and will help improve all of the players involved in our league.

(RULES 14-18 ARE FOR ROOKIE/JR VARSITY LEAGUE ONLY)

Rule 14: No isolating the court to allow a player to go one-on-one is permitted. If this occurs, the team shall lose possession of the ball and be given a bench warning. All subsequent violations will be a two (2) shot technical and possession of the ball. The alternate possession arrow will not be changed.

*** (ISOLATION is pulling players to an area of the floor to draw the defense away for a player to go one-on-one. It occurs when players are moved to one side of the free throw lane, in the corners, or in the mid-court area to open up the court. The other players are not intended to be involved in the play.)***

Rule 15: A player shall not take more than 2 consecutive shots without another team member taking a shot. If a third shot is taken, then it will be a violation, and the opposing team is awarded the ball, and the goal will not count if made. The shot count shall start over each quarter. Exceptions are as follows:

EXCEPTION #1: If a player shoots and gets the rebound, he/she may continue to shoot as many times as possible, as long as he/she continues to rebound, and the ball is not passed back on the floor away from the goal. This counts as one (1) shot.

EXCEPTION #2: If a defensive player steals the ball from an offensive player, then he/she may continue directly to the goal without passing to another team member, and shoot without this shot counting toward his/her two (2) shot limit; providing the team now on defense, is not set-up. If a team is set up in a defensive set, then the layup will count as one of the player's two (2) shots.

EXCEPTION #3: In the last two (2) minutes of the fourth (4 th) quarter, and during all overtimes, rule 15 will not be in effect.

*****Note:** If a team in either half commits five (5) or more violations of rules 14 and 15 in any combination, then a (2 shot) technical foul will be assessed. Possession will be awarded to the team shooting the technical. Any violation after 5 that occurs in a half will result in a technical foul per violation. Violations will reset after each half.

A violation of rules 14 and 15 will be called "Illegal offense."

Rule 16: The offensive team has ten (10) seconds to penetrate the ball across the mid court line.

Rule 17: Offensive players have three (3) seconds in the free throw lane.

Rule 18: Three-point goals are not counted in the Rookie division. Any shot outside of the three point line will count only as two points. Within the Jr. Varsity division, three-point baskets do count and will be counted as three points when made.

***** All Middle school rules apply for Varsity*****

Rule 19: Middle school rules apply for Varsity and do include the use of full court press by an opposing defense. The press may not be used however, if a team is up by 15 or more points. If a team uses the press and their lead exceeds 15, then a violation will be assessed in the form of a

technical foul resulting in two (2) shots and the ball for the other team. Middle school rules also permits the use of zone defense, so zone defense may be used in this division.

MISCELLANEOUS RULES

Rule 20: Any coach, assistant coach, or player, who receives two (2) technical fouls for unsportsmanlike conduct during the current year, shall be automatically suspended for the following game. Any technical foul for unsportsmanlike conduct following a suspension shall result in dismissal for the remainder of the current year or other forms of correction by the league director. A dismissal of a coach, assistant coach, or player under this rule may be sufficient cause, in the discretion of the board of coaches and director, to bar a person from coaching or playing in the league in later years. Technical fouls against the assistant coach shall count against the head coach. If unsportsmanlike conduct occurs after a game has ended, a technical foul will be assessed against the team, coach, or player at the start of the next scheduled game.

Rule 21: Participants in the Berea Youth Basketball League may only play in one division within the league. A parent may request for their child to play up or down, but approval for this will be given by either the league director or assistant league director. Approval by the assistant league director will only be allowed in the absence of the league director. NO child will be allowed to play in two or more divisions.

COACHING

Rule 22: Coaches shall be permitted to stand in front of their bench during a game and shall not leave the coaches box, unless a member of their team becomes hurt. Leaving the coaches box will result in a warning the first (1st) violation and a technical foul thereafter.

Rule 23: The score book is the official record of the game. If a coach has an issue with something at the scorer's table, then the coach should approach the referee and explain their disagreement. The referee will then approach the scorer's table. The official scorer and referee will review the matter and render a decision. The decision made shall be final.

Rule 24: Coaches shall be allowed to "bench" players for missing practice or for disciplinary reasons. The coach shall notify the scorekeeper, referee, and opposing coach prior to the start of the game if this action is to be taken.

Rule 25: Coaches should work together to see that every player gets to start at least one (1) game during the season. (All you have to do is get together before the game and try to matchup players with similar abilities and start the weaker players once in a while.)

Rule 26: Coaches must control themselves on the bench at all times. If a coach gets excited, then the parents get excited, and this makes for a bad and intense situation. If you do wish to question an official's call, do it in a quiet manner, with no display of temper. High school procedures will be followed in this matter. Officials will be glad to explain a call. Coaches are not to yell at officials from the bench and try to make calls or to influence calls. Repeatedly doing so will result in a technical foul. ***EXAMPLE: A coach yells, "foul, walking, or 5

seconds in the lane”, and the official calls it (which he/she is going to do anyway). The other team and fans think that the coach influenced the official.*** Remember, that official sees the other team walk, bump your player, and a thousand other things. He also sees your players do the same things and does not call it. So let's work together for the good of the children involved. Remember that the officials have an impossible job, and they do the best job possible under the circumstances. Try to teach sportsmanship, fair play, team work, and individual skills and **DO NOT** put all the emphasis on “winning at all costs”.

Rule 27: League referees will have full authority to eject any player or coach from the game for any of the following:

- Fighting
- Throwing temper tantrums
- Using profanity
- Slamming balls to the floor
- Kicking chairs
- Arguing with the referee's calls
- Etc.

Rule 28: These rules are set in place to ensure all league participants are treated fairly and given the chance to succeed and learn the fundamentals of basketball. This league in no way will tolerate cheating of any kind and if a coach or player is found to be doing so, they will instantly be banned from the league.

Rule 29: If a fight breaks out between players, then the referees will defuse the situation and those players will be ejected from the game. If a team only has 5 players present and two are ejected from the game for fighting, then that team will automatically be issued a forfeit.

Rule 30: If a fight breaks out between parents or if a referee feels threatened by a parent, that parent(s) will be ejected from the game and not allowed to reenter.

Rule 31: Any violation of a rule not acknowledge by the referees shall be brought to the attention of the league director, and that rule will be then enforced, only if there is a true violation of that rule.

Rule 32: Any coach who must miss a game, must ensure that someone is present to coach their team. If no coach is present at the time of the game, then a forfeit will be assessed along with a one game suspension for the head coach.

Rule 33: At any time, a rule change may be made by any coach, but must be brought to the attention of the league director, who will then hold a coach’s board meeting. If the rule change passes by a majority vote, then that rule will be in effect starting the next game.

Rule 34: To change a rule, a “rule change” form must be submitted to the league director along with the reason(s) why this rule change needs to occur. The coach presenting the rule change must be present at the coach’s board meeting to answer questions and clarify any misunderstandings about the possible new rule. Rule change request form may be obtained from the league director.

Selection of Teams

Rule 35: On the first Saturday in November, a pre-skills clinic will occur for all players interested in playing in the Berea Youth Basketball League and a skills assignment will occur on the second Saturday following the pre-skills clinic. This may be changed or deferred by the approval of the league committee.

Rule 36: These assignments will be done by grade level and grade levels will be broken down into the following divisions for the regular season and tournament play:

- KINDERGARTEN AND FIRST GRADE- Beginner Division
- SECOND AND THIRD GRADES- Rookie Division
- FOURTH AND FIFTH GRADES- Jr. Varsity
- SIXTH, SEVENTH, AND EIGHTH GRADES- Varsity
- Note- Kindergarten children are allowed to play in the beginner division upon request from their parents. This is a decision not mandated by the committee, but by the approval from the parents.

Rule 37: The Sunday following skills assignment, a draft will be held for each division with a location and time TBD by the league director.

Rule 38: Once the draft is over, all rosters are final and no child may enter the league, nor may any trades happen within the league. Trades are ILLEGAL and will be treated as cheating, resulting in a rules violation of rule 26. The only exception for this rule is through rule 44.

Rule 39: Upon completion of the draft, coaches must contact all draftees and let them know their team within a (one) week period.

Rule 40: Practices will occur but will depend on the use of the high school/middle school gym at Berea Independent. If a team wishes to practice they may do so at any time, but must offer the facility they are using to other teams for practice as well and must contact the league director to get approval for practice, unless practice is coordinated by the league director for every team's use.

Rule 41: Schedules, rankings, and tournament brackets are official and shall be changed only by the league director if found necessary. This information can be found on the Berea Youth Basketball League website, which tracks the entire season for parents and coaches.

Rule 42: Coach's Board meetings may be called at any time by any coach with approval of the league director. The league director must be present at all meetings or any changes made in that meeting that pertain to the league itself will not be enacted until approval by the league director and or committee.

Rule 43: Goal heights will be 10 feet Varsity, 10 feet for Jr. Varsity, and 9 feet for Rookie, and 8 feet for Beginner.

Rule 44: A child wishing to play in this league may do so, but must complete both the pre-skills camp and skills evaluation. A child who wishes to join the league after the deadline and or draft has been completed, must contact the league director. A committee meeting will be called and a decision will be made. Committee meetings will only be called for special circumstances which caused the child to miss the deadline. Special circumstances are referred to as a new student, an injury that prevented a child from participation, or any other circumstances deemed as special circumstances by the committee or league director.

These rules govern the Berea Youth Basketball League and will be enforced. These rules are what will be followed for each season. When new rules are added or amendments occur, all coaches will be contacted and will receive an update of the rules. Any questions that may arise at any point during the season should be directed to the league director, or assistant league director.

Acknowledge:

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