



RULES AND REGULATIONS

UPDATED 8/26/18

All games shall be governed by official high school rules except as modified by FYBA Rules and Regulations as listed below.

1. Code of Conduct

- A. The FYBA Code of Conduct shall govern behavior at games and at practices
 - 1. Players shall follow the Player Code of Conduct
 - 2. Referees shall follow the FYBA referee Code of Conduct
 - 3. Volunteers (Coaches, Assistant Coaches, etc.) shall follow the Volunteer Code of Conduct
- B. Code of Conduct are separate documents found on the FYBA website
- C. Code of Conduct governs all FYBA activities, including but not limited to practices, games, events (Jamboree, Veteran's Day Parade, etc.)
- D. Any FYBA participant (Player, Referee, Volunteer, or Spectator) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

2. Uniforms & Equipment

- A. All players must wear gym shoes and the current year's official FYBA uniform.
 - 1. All jewelry is prohibited (taped earrings are not acceptable).
 - 2. Undergarments (compression tights, tee shirts, etc (if worn) and jerseys must be tucked in.
 - 3. Headbands, wrist bands, shooting sleeves may be worn at the discretion of the referee
 - 4. Medical braces, such as hard casts, may disqualify a player. The referees shall make this determination at the time of the game.
- B. Any player not wearing the proper uniform will not be allowed to play.
- C. All 1st through 4th grade divisions will use a 27" ball. All 5th and 6th boys' divisions and all 5th grade and above girls' divisions will use a 28.5" basketball. All other boys' divisions will use a men's regulation size basketball.
- D. Any FYBA participant (Player, Referee, or Volunteer) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

3. Player Eligibility

- A. All players must be registered on the registration form provided by the FYBA.
- B. All players must go through the FYBA evaluation process
 - 1. Players who are non-residents may only participate at the discretion of the Board of Directors.
- C. Players must be residents of Folsom or attend Folsom schools.
 - 1. Players who are non-residents may only participate at the discretion of the Board of Directors.
 - 2. Non-residents will be able to participate only after residents and those attending Folsom schools are assured of participation after registration closure.
- D. Players must be currently enrolled in the 1st through 12th grades.
- E. All eligible players whose registration is received by the FYBA prior to the final registration date as determined by the Board of Directors are eligible to participate.
- F. Any registrations received after that date will result in the player being placed on a wait list.
 - 1. Late registrants may only participate if there is space available on an existing team.
 - 2. The wait list will be closed prior to the date of the last player evaluation.
- G. Full refunds will be provided to anyone on the wait list who does not participate and to registered players who request a refund prior to the date the wait list closes. Partial refunds may be granted until December 31.
- H. The league will be divided into divisions by grade. If there are not at least four teams in any one division, they may be combined with another division (i.e. 3rd/4th grades, 7th/8th grades, etc.). The

Board of Directors may split a grade into subdivisions (i.e. 5th grade boys A and B) at its sole discretion, although no division will have more than two subdivisions.

- I. A player may move up and play in a higher division with the approval of the Board of Directors. This player must demonstrate to the Board Evaluators and Coach Coordinator his/her ability to play at a level that is consistent with the upper level of players in the higher division.
- J. A player may play on only one team in the league.
- K. If a team has 6 players or fewer, the division coordinator has authority to move players after the draft and during the season with the approval of Board of Directors
- L. Any player or volunteer (Coach, assistant coach, etc.) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

4. Practices

- 1. The FYBA will provide pre-season practices and practices during the season.
- 2. All efforts will be made to publish practice schedules well ahead of time with minimal changes.
- 3. There is no guarantee that all practices will occur as scheduled. At times, due to circumstances outside of the control of the FYBA, scheduled practices may be moved or cancelled with no prior notice. Forfeited, cancelled or missed practices are final. There will not be make-up practices regardless of circumstance.
- 4. FYBA teams may be required to share a practice facility and timeslot. The teams will cooperate in these situations.
- 5. Scheduled practices are sometimes double booked by the school with an official function (i.e. talent show, science fair, etc.) without knowledge or notice given to the FYBA. Upon occurrence, the FYBA team(s) shall forfeit their practice without contest to the school or event participants.
- 6. It is the responsibility of the players, volunteers, and spectators to treat the facilities as they are intended and also with great care. The FYBA has facility guidelines that must be followed and published as a separate document.
- 7. Each team must have a facility monitor who will be trained by the FYBA and attend all practices. The facility monitor is there to enforce these guidelines, but it is the responsibility of all to follow facility guidelines.
- 8. If a practice is cancelled or cannot be completed for whatever reason the team(s) shall leave the facility immediately without further interruption.
- 9. Any FYBA participant (Player, Volunteer, or Spectator) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

5. Player Draft Guidelines and Procedures

- A. FYBA players shall be given a ranking based on their level of skill relative to other players in the division.
 - 1. The FYBA Board will determine ratings guidelines prior to evaluation day to facilitate this process.
 - 2. Designated Board Members and Volunteer Coaches, not assigned to the grade leveling being evaluated, shall meet at the conclusion of each evaluation group's session to decide on a final rating for all players who participated.
 - 3. Division coordinators may consult a broad set of resources to determine the true skill level of the player and override the evaluation score given to a player. This shall happen before player assignments/drafts.
 - 4. Coaches within the grade division may come to observe the evaluations and take personal notes on the participant's level of skill.
- B. If a player does not get rated, they will be unable to participate in the current season, and shall receive a full refund, minus a processing fee.

- C. The division coordinator will have final decision when there is disagreement among evaluators. If the disagreement is related to the age group coordinator's child, the FYBA President or designee will determine an appropriate rating.
- D. All boys and girls teams in the 1st, 2nd, 3rd and 4th grade divisions will be assigned by the FYBA Board.
- E. A "serpentine" draft order will be used to determine the order of player selection.
 - 1. Only coaches (*or designee approved by the coach coordinator*) will be allowed in the draft room. Children or players may not attend the draft with the coach or designee.
 - 2. To make the process impartial, a random selection shall occur such as one of the following: The coach or designee, will select a number from a hat or other container, a playing card may be selected, or numbers written on papers of the same or similar size may be used). The coach pulling number "1" will have the first choice in the first round and all odd numbered rounds, "2" will draft next, etc.
 - 3. During all even numbered rounds, coaches will draft in inverted order. If a coach has a child playing in that age group, no one else may draft that child. The coach (child's parent) will select their child on the round as determined by the player's rating using the guidelines below.
 - 4. Swapping of draft positions is not permitted.
- F. If some teams will have more players than others (e.g. six teams with nine players and four teams with eight players), coaches can stipulate that they would like to have the larger number of players. These "supplemental choices" will occur after the fourth round is completed. Supplemental round (5th round) draft order will be chosen in the same manner as the initial draft order selection.

Nine or ten player teams:

- 1. A coach whose child is ranked in the top 20 percent will take their child in the 1st round.
- 2. A coach whose child is ranked within the top 40 percent will take their child in the 3rd round.
- 3. A coach whose child is ranked within the top 60 percent will take their child in the 5th round.
- 4. A coach whose child is ranked within the top 80 percent will take their child in the 8th round.
- 5. A coach whose child is ranked within the bottom 20 percent will take their child in final round.

Eight player teams:

- 6. A coach whose child is ranked in the top 20 percent will take their child in the 1st round.
- 7. A coach whose child is ranked within the top 40 percent will take their child in the 2nd round.
- 8. A coach whose child is ranked within the top 60 percent will take their child in the 4th round.
- 9. A coach whose child is ranked within the top 80 percent will take their child in the 7th round.
- 10. A coach whose child is ranked within the bottom 20 percent will take their child in final round.

- G. If a player with a sibling within the same division is drafted, that player's sibling is automatically drafted by the same coach, based on their player rating, using the same rules that are established for coaches' children to determine the appropriate round.
- H. All trades must be completed on the day of the draft, in the venue of the draft, and approved by the FYBA Board member or division coordinator presiding over the draft.
- I. Each draft must be facilitated by a FYBA Board member who is not coaching in the division. This person will have final authority over the draft procedure.
- J. Any player or volunteer (Coach, assistant coach, etc.) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

6. Games

- A. All games in grades 3-12 shall consist of four (4) ten-minute quarters with stopped time during only the last two (2) minutes of the fourth quarter.
- B. At the beginning of each game, before the jump ball, all players shall be allowed to shoot one free throw.
 - 1. One point shall be awarded for each successful free throw.

2. If one team has more players, then the team with the fewer players may select enough players to shoot twice so that each team has an equal number of free throw attempts.
 3. Once a player makes a free throw, he/she cannot shoot again unless all players on his/her team have already made their free throws.
 4. No player shall be allowed to shoot three times until all players on his/her team have made two free throws.
 5. 3rd and 4th grade divisions will shoot free throws from 12 feet instead of 15 feet.
- C. In all grade divisions, each team is allowed two (2) time-outs including one 30 second and one 60 second timeout in each half.
1. Timeouts do not carry over into the second half.
- D. If a game is tied at the end of regulation, it will remain a tie. There will be no overtimes.
- E. If a game is cancelled or cannot be completed for whatever reason there is no guarantee of a make-up game.
- F. For boys and girls' divisions below the 6th grade zone defenses are not permitted.
1. This includes man-zone hybrid defenses. Coaches are expected to teach and play and to man defense every game.
 2. Zone will be allowed in 6th grade and above divisions in both the girls and boys divisions.
- G. For boys and girls' divisions below the 6th grade full court press defense is not allowed.
1. After a made basket by the offense they become the defensive team. The defense must not engage the ball defensively beyond the three-point line for the first 20 seconds after initial inbounding. If the court does not have a three-point line, there is no pressing beyond the top of the key extended to both sidelines.
 2. The defense may engage their opponents (cover their man) within the three-point line area of the basket they are defending at any time.
 3. The offensive team must pass half court within 10 seconds as is customary basketball regulations. The offense must also initiate offensively and cross the three-point line or top of the key extended within another 10 seconds. In other words, after 20 seconds of inbounding the ball, the offensive team must engage offensively.
 4. A violation by the offense will result in the ball being awarded to the defensive team.
- H. For 6th grade boys and 6th grade girls' divisions full court press defense is allowed at any time. However, when a team achieves a 20-point lead, that team immediately and for the rest of the game forfeit their ability to full court press. The defensive team must thereafter allow the offensive team to cross mid-court before engaging defensively.
- I. During running time, non-shooting fouls will result in the fouled team maintaining possession of the ball at the out of bounds spot closest to the foul. No points are awarded.
- J. During running time, shooting fouls are penalized in the following manner:
1. When a player is fouled in the act of shooting a two-point shot and the shot does not go in, the shooter's team is awarded one (1) point and that team retains possession of the ball out of bounds at mid court.
 2. When a player is fouled in the act of shooting a three-point shot and the shot does not go in, the shooter's team is awarded two (2) points and that team retains possession of the ball out of bounds at mid court.
 3. When the shot goes in, the basket counts and the shooting team gets one (1) additional point. The ball goes back to the team that committed the foul.
- K. During stopped time, excluding player-control fouls, players who are fouled are awarded two (2) free throws unless the shot is made. If the shot is made, the basket counts and the fouled player is awarded one (1) free throw.
- L. All players (unless injured) who show up at the game and are ready and able to play must play a minimum of one-half (1/2) of the game. Coaches shall make an effort to play all players an equal amount of time during each game. If a team has more than five available players, no player may play the entire game.
- M. The clock will continue to run (no stopped time) until the end of the game, unless the lead is reduced to 20 points or less, then regular clock rules will apply.
- O. Score will not be kept in 1st and 2nd grade divisions.

- P. Amplified music before, during or after games is not permitted.
- Q. The FYBA does not tolerate taunting in any form. Accordingly, taunts or chants by team members or audience members (including taunting by players on the floor or on the bench or chants of any kind by audience members) will result in a technical foul being assessed to the team who is doing the taunting for the first infraction. A second infraction will result in the team doing the chanting forfeiting the game.
- R. Any FYBA participant (Player, Referee, Volunteer, or Spectator) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

7. Shooting

- A. A "field goal", "shot" or "basket" is worth two (2) points.
- B. Three-point shot:
 - 1. In the 6th through 12th grade divisions, a field goal behind the three-point stripe (where one exists) is worth three (3) points. If no stripe is present all field goals are worth two (2) points.
 - 2. In all other divisions there are no three-point shots.
- C. A free throw is worth one (1) point.
 - 1. No player may enter the key until the ball hits the rim.
 - 2. If the last free throw does not hit the rim, the opposing team is awarded the ball.
 - 3. In 3rd and 4th grade divisions, as long as the free throw shooter releases the ball behind the line, no violation will be called for stepping on or across the free throw line after the ball is shot. However, the shooter may not advance further into the lane to retrieve the ball until the ball hits the rim.

8. Putting the Ball into Play

- A. To start the game, there will be a jump ball at the mid-court jump circle. The team that does not first gain possession of the ball will receive possession of the ball during the next held ball or at the start of the next period, whichever comes first.
- B. Throughout the game, the alternate possession rule shall be used when the ball is tied up between opposing players or when the official is unsure as to who last touched the ball before going out of bounds.
- C. To start the second half, the possession arrow will determine who will start the half with the ball.
- D. In gyms where space is restricted, all players on the defensive team must stand at least three (3) feet away from the player in-bounding the ball. The first violation by any member will result in a team warning. The second and subsequent violations from any player on that team will result in a technical foul and two (2) points will automatically be awarded to the team that is in-bounding the ball. They will retain possession of the ball for a throw in at midcourt. Referees shall use discretion in enforcing this rule.
- E. Variations for Oak Chan (or other schools with small gyms or restricted areas):
 - 1. All throw-ins will be from mid-court.
 - 2. There will be no baseline between the sides of the lane.
 - 3. The ball will be in play unless the ball or player holding the ball has contact with the wall.
 - 4. The free throw lane will extend to the wall, defining the in-bound area.

9. Violations

- A. The penalty for the following violations shall be the awarding of the ball to the opposing team:
- B. Traveling (taking more than one step with the ball without passing, dribbling or shooting).
- C. Stepping out of bounds with the ball or being the last to touch the ball before it goes out of bounds.

- D. Double dribbling (palming the ball, dribbling the ball with either both hands at once or a second series of dribbling without another player handling the ball).
- E. Stepping over or away from a restraining line during a free throw or a jump ball.
- F. Taking more than ten (10) seconds to advance the ball across the mid-court line.
- G. Three seconds (offensive player remaining in the key under the offensive basket for more than three (3) seconds).

10. Personal Fouls

- A. If a player receives five (5) personal fouls in one game, that player is disqualified and may not participate for the remainder of the game. Technical fouls are included as personal fouls.

11. Technical Fouls

- A. When a technical foul is called, the fouled team will be awarded two (2) points and possession of the ball at mid-court. Free throws will not be awarded at any time for technical fouls.
- B. Technical fouls for players and coaches include, but are not limited to:
 - 1. Substitutions being made without permission of a referee (entering or leaving the game without permission).
 - 2. Delay of game by any player, coach or participant.
 - 3. Coach or player not staying on bench or in team area.
 - 4. Coach or player's use of abusive language.
 - 5. Unsportsmanlike conduct.
 - 6. Flagrant fouls, which can result in automatic ejection.
- C. Two (2) technical fouls by one player or coach disqualify that player or coach from the rest of the game. Coaches ejected during the game may not continue coaching during that game and are required to leave the facility. Players ejected from the game are confined to the team bench area or they may leave the facility.
- E. A player or coach or spectator may be ejected from the game without any previous technical fouls or warnings if the official determines that an act warrants such action. This would then be considered a technical foul. If a player, coach, or parent is ejected from a game, they will receive an automatic suspension for the following game. Players, Volunteers, and Spectators may be subject to further disciplinary action.
- F. Simultaneous personal and/or technical fouls result in a jump ball (the team with the possession arrow in their favor is given possession of the ball). No points are awarded to either team.
- G. Any FYBA participant (Player, Referee, Volunteer, or Spectator) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

12. Coaches

- A. Volunteers (Coaches, Assistant Coaches, etc.) shall follow the Volunteer Code of Conduct
- B. Only two (2) coaches for each team may be in the team area at any given time. Only 1 coach may stand during the game. The standing coach must remain in their designated standing area and off of the playing floor
- C. Coaches shall ensure only players on their team are in the bench area. Friends, guest coaches, cheerleaders, etc. are not allowed.
- D. Each coach is responsible for providing a scorekeeper to run the clock during the game. If a team cannot provide a scorekeeper, the game will be forfeited if no substitute is available. Assistant coaches are eligible to keep score. Each team shall designate a scorekeeper at the beginning of the season.

- E. The Board of Directors must approve all coaches.
- F. No coach shall penalize or discipline any player by limiting playing time below the one-half (1/2) game. Disciplinary action is the responsibility of the FYBA Board of Directors
- G. Any FYBA participant (Player, Referee, Volunteer, or Spectator) found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

13. Referees

- A. Referees shall follow the FYBA Referee Code of Conduct
- B. Referees shall be assigned to each game by the Referee Coordinator and shall have complete charge of the game. If a referee deems it necessary, they shall have the authority to banish any player, coach or spectator from the game. Referees also have the authority to banish coaches or spectators from the gym as well as suspending the game.
- C. FYBA Board Members who are present at a game may consult with officials to help settle any disputes due to rule interpretations. Their decisions are final.
- D. Any coach or spectator banished from the game must leave the building. Any player banished from the game must remain in the team bench area under the supervision of the coach or they may leave the facility. Referees shall report all actions of players, coaches or spectators banished from a game to the Referee Coordinator. If a player, coach or spectator is ejected from a game, he/she may be subject to further disciplinary action.
- E. The referees shall follow these rules. If these rules are not specific to the situation, the referee shall use his/her best judgment. All decisions by the referees are final. This includes unsportsmanlike conduct by spectators.
- F. At the discretion of the Board, each game may be assigned three officials. Two will work on the court and the third official will keep the paper score at the scoring table. The third official will also observe coaching behavior and have full authority to deliver a technical foul during the game. The third will deliver the score of the game as well as any documentation of any event or behavior at the end of the game.
- G. Any FYBA Referee found in violation of any of the rules in this section will be subject to disciplinary action as decided by the FYBA Disciplinary Committee.

14. Injuries

- A. If any injury occurs, the injured player's coach will be allowed onto the court to tend to the injury. However, the coach may not enter the court until the referee allows them to do so.
- B. If play is stopped due to injury, the player may be asked, at the referee's discretion, to leave the game.
- C. Players must bandage all open wounds before being allowed to play. If any blood is visible on the player or clothing, that player may not participate.
- D. Coaches, players, and referees shall learn and adhere to the FYBA concussion training and protocol.
- E. Injuries must be documented on an "Accident Form" by the coach and provided to the Board for any subsequent action.
- F. Coaches must have their players' "Medical Release Forms" available at all practices and games. Players cannot participate in practices or games without an unaltered, signed Medical Release Form.

15. Discipline

- A. All player, volunteers, and spectators are expected to follow the FYBA Code of Conduct.
- B. Coaches are in a position of leadership and are expected to role-model and enforce these rules and help the Board of Directors maintain the integrity of the league.

- C. The FYBA Board of Directors has the authority to discipline coaches for any violations of the rules or of the Coach's Code of Ethics, including, but not limited to:
 - 1. Suspension from play or participation for the coach, assistant coach, or player.
 - 2. Expulsion from play or participation for the remainder of the season and/or subsequent seasons without refund of fees for coaches or players.
 - 3. Expulsion from the FYBA in perpetuity
 - 4. Volunteer or other community service to remedy the infraction
- D. The Disciplinary Committee shall determine whether additional action is necessary
- E. The Disciplinary Committee will consist of the league President, Vice-President, Referee Coordinator, and the appropriate Coach Coordinator. If one of those persons was involved in the incident, the Vice President will take that person's place. The President may appoint other Board Members to the disciplinary committee at their discretion.
- F. Appeals of Disciplinary Committee decision shall be made in writing and addressed at the ensuing meeting of the Board of Directors.

16. FYBA Post-Season

- A. At the conclusion of the regular season, the FYBA Board may approve an optional post-season developmental activities including but not limited to camps, clinics, and tournaments

17. Amendments/Changes

- A. The FYBA Board of Directors, at its discretion, shall retain the right to amend or change any of the above rules.

APPENDIX A: 1st & 2nd Grade Divisions

The First and Second Grade divisions shall be governed by the "FYBA LEAGUE RULES AND REGULATIONS" document, except for the items listed below.

1. Uniforms & Equipment

- a. The 1st and 2nd grade divisions will use either a 27" or 27.5" ball (both boys and girls).

2. Formation of Teams

- a. Teams in the 1st and 2nd grade divisions will be assigned by the Board, primarily based on schools of the players/coaches and other factors.

3. Games (Scrimmages)

- a. All scrimmages shall consist of five-minute periods, with running time.
- b. The defensive player shall not steal the ball on a dribble. Should that occur, stop play and give the ball back to the offensive player. If a dribbled ball is deflected off of a defender's foot or leg, also give the ball back to the offensive player. Defensive players are allowed to steal a dribbled ball that has bounced twice without being touched.
- c. The defensive player may steal a passed ball.
- d. Defensive play: Only man-to-man defenses are permitted in the 1st and 2nd grade divisions. Zone defenses are not permitted. Coaches should meet prior to the scrimmage to discuss the logistics for how they want to make player assignments. For example, coaches may line up players in order of ability prior to the start of each period to ensure that players of similar ability are matched up against each other. Regardless of how player assignments are made, coaches should complete this process quickly so that the scrimmage is not unnecessarily delayed.
- e. There is no pressing beyond the three-point line. If the court does not have a three-point line, there is no pressing beyond the top of the key.
- f. Shot blocking is permitted.
- g. Shooting and non-shooting fouls will result in the fouled team maintaining possession of the ball at the out of bounds spot closest to the foul. Fouls should be used as coaching opportunities to help players learn the boundaries of the game.
- h. There should be a one-minute break between each period. Coaches shall make every effort to have their teams on the floor and ready to play at the conclusion of these breaks.
- i. Scores are not kept in the 1st and 2nd grade divisions, and MUST NOT be posted on the scoreboard.
- j. There are no timeouts in the 1st and 2nd grade divisions.

4. Shooting

- a. There are no points awarded on any made basket in the 1st and 2nd grade divisions.
- b. Free throws are not awarded in the 1st and 2nd grade divisions (either at the beginning of the game or as a result of fouls).

5. Putting the Ball into Play

- a. Start of each period:
 - i. First Grade Division: At the beginning of each period, players will meet at center court to “match up.” To make things going more smoothly and ensure that player rankings are not revealed, line up your players with highest ranked player on the end of the line closest to the scoring table. This will help ensure players of similar abilities are assigned to each other.
 - ii. Second Grade Division: At the beginning of each period, coaches should help their players match up before the tip.
- b. To start the game, there will be a jump ball at the mid-court jump circle. The team that does not first gain possession of the ball will receive possession of the ball during the next held ball or at the start of the next period, whichever comes first.
- c. Throughout the game, the alternate possession rule shall be used when the ball is tied up between opposing players or when the official is unsure as to who last touched the ball before going out of bounds.
- d. Coaches may agree to have a jump ball at the beginning of each period.

6. Violations

- a. Focus should be on the following violations in the 1st and 2nd grade divisions:
 - i. Traveling
 - ii. Double dribbling
 - iii. Three seconds (only consider if the violation is blatant and the player is gaining an obvious advantage)
 - iv. Out-of-Bounds (to improve the flow of the scrimmage, some leeway may be given to “slight” out of bounds, where a dribbling player steps slightly out of bounds but immediately returns to the court)
- b. The penalty for the following violations in the 1st grade Boys and 1st & 2nd grade Girls divisions shall be handled as follows:
 - i. Games 1-3, discuss it with the player and let play continue.
 - ii. Games 4-6, blow the whistle, tell the player, and give ball back to the offensive team.
 - iii. Games 7-10, change of possession.
- c. The penalty for the following violations in the 2nd grade divisions shall be handled as follows:
 - i. Games 1-4, blow the whistle, tell the player, and give ball back to the offensive team.
 - ii. Games 5-10, change of possession.

7. Personal Fouls

- a. Blow the whistle to stop play on a personal foul. The player's coach should explain to the player why the foul was called and what they should do in the future.
- b. While shot blocking is allowed, coaches need to call fouls when appropriate to help players learn what is permissible and what is against the rules. Shot blocking is allowed if the defenders feet are on the ground. Calling early fouls will help prevent scrimmages from getting out of hand.
- c. If a player is getting too physical, they should be warned once and then asked to sit out.
- d. The number of personal fouls per player is not tracked in the 1st and 2nd grade divisions.

8. Coaches

- a. Only one (1) coach for each team is allowed on the court in the 1st and 2nd grade divisions.

9. Referees

- a. Coaches will be the game officials. One coach per team is allowed on the court at a time.
- b. While ideally coaches will call fouls predominately on their own team (to facilitate the teaching process), coaches should feel the authority to call fouls on both teams as needed, especially shooting fouls. More importantly, coaches should work together to ensure a great experience for both teams on the basketball court.

10. Injuries

- a. Play should be stopped immediately if either coach has any concerns regarding a player's health or safety.

11. Court Time

- a. Teams in the 1st and 2nd grade divisions are given 90 minutes of court-time each Saturday during the season. Court time will be split between (1) individual team practices and (2) a scrimmage between the two teams. Time should be allocated as follows:
- b. 1st grade:
 - i. Games 1-3: 60 minutes of practice time with the remaining time available for a scrimmage between the two teams
 - ii. Games 4-6: 50 minutes of practice time with the remaining time available for a scrimmage between the two teams
 - iii. Games 7-10: 45 minutes of practice time with the remaining time available for a scrimmage between the two teams
- c. 2nd grade:
 - i. Games 1-10: 45 minutes of practice time with the remaining time available for a scrimmage between the two teams
- d. Teams finishing a scrimmage must stop the scrimmage **prior** to end of their 90 minute period. No period can begin if it cannot be completed within the 90-minute schedule.
- e. The home team provides a timekeeper who will keep the coaches informed and keep the scrimmage on track.

12. Split Division

- a. If the 1st & 2nd grade divisions are combined, then 2nd grade rules will be followed.