

YBA BASKETBALL

League Rules

2016 (REVISED #2)

1. Introduction

- a. This is a gym on a school campus. **BE MINDFUL** of your language and behavior. Parents and students frequent the facility so behave appropriately and accordingly.
 - 1) Profane language around students/parents will not be tolerated. Anyone caught of this violation will have serious consequences (i.e. dismissed from the league).
 - 2) If a complaint is reported, games may be cancelled and **NOT RESCHEDULED (NO REFUNDS)**.
- b. Please help us in keeping this league going. We need your assistance in making sure that we can continue to play on this campus and at this site. Captains, you are responsible for the players on your teams. Please hold each other accountable for their actions. Any negative reports about the league may and will have serious ramifications to the teams playing (suspended from further play) and to the future of the league (termination).
- c. ***BE MINDFUL. BE RESPONSIBLE. BE RESPECTFUL.**

2. **ABSOLUTELY NO ALCOHOL OR SMOKING is allowed anywhere on the premises!**

- a. **Anyone caught smoking or drinking** on the premises will be **EJECTED** from the league. **NO REFUNDS**

3. **No eating in the gym.** Please kokua.

- a. While you may bring water/sports drinks, please make sure you throw all bottles (empty or not) away properly in the trash. If you spill it, clean it up!

4. **Certain NCAA rules apply** (unless superseded by house rules).

5. **Five fouls disqualifies a player;** a PERSONAL technical foul counts as a personal and a team foul.

a. Team Fouls

- 1) 7 team fouls = 1-and-1 Bonus Free Throw(s)
- 2) On the 10th team foul = Double Bonus Free Throws

b. Team fouls carry over into overtime.

c. Technical Fouls

- 1) There will be a **\$20** fine for a player's first PERSONAL technical foul,
- 2) **\$20** for the second PERSONAL technical foul by the same offending player in the same game. He/she will also be ejected from the game.
- 3) The player will be reinstated once he/she pays the fine(s).
- 4) **TWO (2) FREE THROW SHOTS** will be awarded to the offended team for each PERSONAL TECHNICAL FOUL. (EXCEPTION: ADMINISTRATIVE TECHNICAL FOULS = AUTOMATIC 2 POINTS AWARDED TO THE OFFENDED TEAM)
- 5) Once a player picks up a total of **three technical fouls** in the season, he/she will be **BANNED** from the league, effective immediately.

d. Administrative Technical Foul (No Fines)

- 1) Offended team awarded automatic 2 points.
- 2) Are not recorded as team fouls.
- 3) Examples include but not limited to jersey violation, substitution violations, etc.

6. **Games consist of two 17 minute halves,** running time; stop time during the last two minutes of both halves.

- a. **Clock will only stop on time-outs OR IF in the LAST TWO (2) minutes of each half by dead ball (turnover or fouls). FOR THE 2ND HALF, CLOCK WILL STOP ONLY IF THE DEFICIT BY THE LOSING TEAM IS LESS THAN 15 POINTS.**
- b. ***NEW RULE IMPLEMENTED. IF A TEAM IS AHEAD BY 15 OR MORE POINTS IN THE SECOND HALF, THE CLOCK WILL NOT STOP. THIS IS TO AVOID INTENTIONALLY FOULING TO EXTEND THE GAME.**
- c. Half-time is 1 minute and 30 seconds.
- d. Overtime will begin with a jump ball. Overtime will be 2 minutes with stop time on dead balls..
- e. If game is still tied after the first overtime, game will be decided by "Sudden Victory" (first to make a point). This does not mean you need to win by two. First team to score a point(s).
- f. If equipment is available, a 30 second shot clock will be implemented.

7. **Each team will receive three (3) 30-second time outs THE ENTIRE game.**

- a. Each team will be allotted one timeout during overtime. **NO TIME OUTS WILL BE CARRIED OVER INTO OVERTIME.**

8. **No jewelry or headwear may be worn during the game.**

- a. Head bands are okay (but not plastic ones).
- b. **Powerbands or bracelets CANNOT BE WORN.** If they cannot be removed, they must be completely covered.

9. JERSEYS

- a. While a team name printed on your jersey is not necessary or mandatory, please keep it clean (no obscene language).
 - 1) Any player wearing an inappropriate jersey will be asked to remove and replace it with a proper jersey. If there is no appropriate jersey or acceptable replacement, that offending player will not be allowed to play.
- b. All players **must** wear a number PRINTED on a jersey.
 - 1) **NO TAPE WILL BE ALLOWED ON JERSEYS TO MAKE A NUMBER. NO NUMBERS WRITTEN ON.**
 - 2) **PLEASE MAKE SURE YOU HAVE AN "ALTERNATE" JERSEY IN THE EVENT THAT YOUR OPPONENT HAS THE SAME COLOR.** (REVERSIBLES ARE RECOMMENDED OR HAVING A DISTINCT COLOR MAY ALSO BE AN OPTION).
- c. No players will be allowed to play **without** a number.
- d. **Two players cannot wear the same number.**
 - 1) In the event that two or more players have the same number (regardless of jersey color), the offending player(s) will **NOT BE ALLOWED** to play. The number 0 = 00. A blank jersey is not "0".
- e. **The PENALTY is NO PARTICIPATION** for any jersey violation that cannot be corrected, even if the offending player is needed to meet the minimum team requirement to start and continue a game.
- f. Players **must wear the same number** that appears on the roster.
 - 1) Please do not wear a different number every week.
- g. Penalty for any jersey violation is a team technical foul. **NO FINES** are levied on admin. technical fouls and it is not a team foul.

10. Teams **MUST start the game with FIVE (5) players***

- a. We will not be able to start the game if a team has less than 5 players.
- b. Once the game clock starts, the team will have 10 minutes to field 5 players. 1 point per minute will be given for the first 5 minutes, 2 points per minute for the remaining 5 minutes. If the team does not field players at the end of the 10 minutes, the game will be forfeited and the score 15-0.
- c. If the team is able to field the required number within the first 10 minutes, the game clock and game score will continue from that point and will not reset.
- d. **No spectators** will be allowed to play. **No player from another team** will be allowed to play with a different team.

11. **Don't be late, don't forfeit.** It's not fair to the other team.

- a. Forfeit final score will be 15-0.
- b. Penalty for forfeiting is **\$30.00**, payable to the other team.
- c. Your team **will not be allowed** to play its next game until the fine is paid.
- d. If both teams forfeit, **both teams must pay the fine** to the league director.
- e. If your team forfeits **twice**, your team will be replaced by another team at a pro-rated cost. **NO REFUNDS.**

12. **All players that participate in this league must be on the team roster.**

- a. There is a fifteen (15) player limit per roster.
- b. **A player must play in at least two (2) games to BE PLAYOFF ELIGIBLE.**
- c. Rosters must be **FINALIZED by your 2nd game.**
NO ADDITIONS TO THE ROSTERS WILL BE MADE AFTER THE SECOND (2nd) GAME. ANY ADDITIONS MUST OBTAIN LEAGUE ADMIN APPROVAL.
- d. **Players should commensurate with the level of the competition. NO RINGERS. Officials will monitor and disqualify any player deemed as "too good/strong" for the division/level of play.**

13. **Poor sportsmanship** toward the officials, another player, or the scorekeeper and timekeeper **will not be tolerated.**

- a. Violators will be assessed a flagrant technical foul and be ejected from the league and will not be allowed to participate in future leagues. **Officials reserve the right to dismiss any player from the league with or without assessing a technical foul as they see fit.**

14. **Fighting** will not be tolerated.

- a. If you throw a punch at another player, or provoke another player into throwing a punch, or leave the bench during a fight, you will be **ejected** from the game and possibly the league.
- b. Violators may also be banned from future leagues.
- c. If you throw a punch at an official, you will be **permanently banned** from the league.

15. **Dunking is not allowed.** Dunking or grabbing or touching the rim at any point of the game (before, during, after) is PROHIBITED. Penalty is a technical foul.

16. **Tie breakers** (decided by the following order).

- a. Head-to-head,
- b. Least average points allowed,
- c. Highest average point differential,
- d. Most points scored.

17. **Enjoy yourselves and remember: IT IS JUST A GAME.**