

Yorkville Youth Athletic Association Rules Intermediate Boys and Girls 2008-9

1. Length of game – 32 minutes. Four quarters – 8 minutes/8 four minute sections
2. Playing time - With 11 players present, 7 players play 4 times and 4 players play three times. Each week it should not be the same players playing more, please take the score of the game into consideration when putting players in the game. With 10 present all players play 4 times. With less than 10 players present the formula to use is that no player can play 5 times until all other players play 4 times. A player that fouls out must be replaced by an equal or lesser player. During the four quarters there is no substitution during the players 4 minute period, except for injury. A player in foul trouble must remain in the game. Penalty for playing a player too many times or a player too few times will result in losing the game by a score of 1- 0. Coaches must plan their line-ups and be fair to every player on their team.
3. All players must wear their team shirts provided by the league and black shorts (**no pockets**) provided by the participant. No jewelry may be worn or taped over.
4. Team Defense – Man to man defense is required during the first half of play. Coaches' choice of defense in the second half. Man to Man Defense - players should play in position. Any player with the ball, in the lane, may be guarded by as many as five defensive players. Players not in the lane may not be double-teamed. A player not in position does not have to be guarded by his man until he comes below the foul line and then he must stay within 6 feet of his man unless he is picking up a player in the lane with the ball. Stealing off the dribble and pass permitted.
5. We will play the 3 second key rule – actually will be called at 5 seconds.
6. No defense in the back court (no press) in the first three quarters. Pressing allowed only in the last two minutes of the game.
7. Foul Shots/Free throws – Act of shooting fouls will be awarded free throws. One shot for a made basket and two shots for a miss. Players may enter the lane after the ball touches the rim. Foul line will be shorten slightly, however players may fall slightly over the line – but not run in for the rebound until the ball touches the rim.
8. Clock – running time except for shooting fouls and time outs. Clock stops on each whistle during the final two minutes of the game and in overtime.
9. Personal fouls – 5 per player. A player of equal ability must replace a player, who fouls out.
10. Technical fouls – count as personal fouls – other team awarded one point and the ball.
11. Backcourt – players must get over the line in 10 seconds, but may go back over the line up to the opposite foul line extended – defense may guard at this time in the backcourt. Defense may not defend in the backcourt on a pass from out of bounds
12. Five time outs are permitted per coach per game taken at the coach's discretion.
13. No fast breaks are permitted off a defensive rebound. Rebounder must pass the ball to a teammate before the ball is shot. Failure to do this will result in the referee blowing his whistle and the ball being awarded to the opposing team. The referee will blow his whistle at the time of the shot. (coast to coast rule) Players may however steal the ball anywhere on the court and drive to the basket for a shot. Except in the final 2 minutes of the game.
14. Players must remain on the bench at all times during the course of play. If a player, players or coach enter the playing field when they are not the five playing at the time – a point will be awarded the opposing team plus possession of the ball.
15. All participants involved in any behavior, that the director deems detrimental to our program, will be asked to leave the game, the gym and/or the league.
16. Parents must sit on the opposite side of the gym from the players and are not permitted to coach or referee the game. Cheering for both teams, clapping and positive remarks are appreciated. Parents must participate in keeping the time and score for the games – our directors are not permitted by the Executive Director to keep score or time.
17. League officials may change rules at random as situations arise so as to make the experience a good one for all. Coaches should take all changes in stride as we are to remember – we are not here for a winning season, but to teach these young players how to play, sportsmanship, fair play and teamwork.
18. All Coaches **MUST** put together a team roster for each player. The team roster includes: Team name and Division, name of coaches and contact information, name of each player, phone number and e-mail address.
19. Players are required to call or e-mail their coach if they will not be present at a game.
20. Coaches must inform the director if a player has been absent for two weeks.
21. Coaches, **with director approval only**, may shorten a players' game time for lateness, absence or poor behavior.
22. Coaches who need to be disciplined by league officials or referees any more than two times will be brought to the attention of the executive director and disciplinary action will be taken. We must maintain our composure and we will be very strict regarding coaches' behavior.

Here is our proposed draft of the new interpretation for the "no defense in the backcourt" rule at YYAA sites. To be effective immediately, subject to your approval.

"If a defensive player is clearly moving toward the front court and an errant pass or lost dribble comes directly to them, the defensive player (s) shall be allowed to gain possession of the ball, pass, dribble and or attempt a try. If though, the player is clearly attempting to play defense in the backcourt at a time in the game when they are not permitted by YYAA rule, the official will signal to stop play and award the ball back to the offense for a throw-in at the closest designated spot.."

Rationale: It is our belief that this rule was never meant to encourage poor play and in that spirit we are asking officials to enforce it a little differently.

C.