

Yorkville Youth Athletic Association Rules Junior & Senior Girls Fall 2008-9

1. Length of game – 32 minutes. Four quarters – 8 minutes/8 four minute sections
2. Overtime – Regular season – one overtime only, consisting of three minutes – after that a tie will be awarded if failure of one team to gain more points. Three minute overtime periods during playoffs – until someone is ahead. Coaches may have free substitution during overtime and play whatever players he wishes.
3. Playing time – Each player must play a minimum of three, 4 minute periods. With 11 players present 7 players will play 4 times and 4 players will play 3 times. With 10 players present every child must play 4 times. With less than 10 players present no player may play more than 5 times. 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. All players must wear their team shirts provided by the league and black shorts (**no pockets**) provided by the participant.
4. Defense – 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. No defense in the backcourt permitted in the first three quarters. Players moving back on defense must touch the paint before being eligible to guard anyone.
5. Stealing off the dribble and pass permitted.
6. We will play the 3 second key rule.
7. No defense in the backcourt (no press) in the first three quarters. Pressing allowed in the fourth quarter. Teams up by 10 points are not permitted to press.
8. Foul Shots/Free throws – one and one after 7 fouls and two shots after 10 fouls.
9. 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.
10. Personal fouls – 5 per player. A player of equal ability must replace a player, who fouls out.
11. Technical fouls – count as personal fouls – other team awarded two shots and possession of the ball.
12. 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
13. Five time outs are permitted per coach per game taken at the coach's discretion. Three full and Two 30 second time outs. One full time out permitted in overtime – no carry over time outs from regular play.
14. No jewelry of any kind may be worn or taped over.
15. 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.
16. 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.
17. 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.
18. 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.
19. 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.
20. Players are required to call or e-mail their coach if they will not be present at a game.
21. Coaches must inform the director if a player has been absent for two weeks.
22. Coaches, **with director approval only**, may shorten a players' game time for lateness, absence or poor behavior.
23. 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.