

## Yorkville Youth Athletic Association Rules Junior Boys 2008-9

1. Length of game – 32 minutes. Four quarters – 8 minutes each. First three divided into two segments of 4 minutes each. Free substitution in the fourth quarter.
2. Overtime – Regular season – We will play one overtime, consisting of three minutes, stopped clock – 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 two, 4 minute periods with in the first three quarters. With 11 players present 8 players will play 3 times and 3 players will play 2 times. With 10 players present every child must play 3 times. With 9 player present 3 players play 4 times and 5 players play 3 times. With 8 present, 6 play 4 times and 2 play 3 times. With 8 players present 2 play 5 times and 6 play 4 times. Coaches must plan their line-ups and be fair to every player on their team. Free substitution in the fourth quarter. All players must wear their full uniform provided by the league. No jewelry may be worn or taped over.
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 half of the game. Players moving back on defense must touch the paint before being eligible to guard anyone. Pressing is permitted in the final half of the game.
5. Stealing off the dribble and pass permitted.
6. We will play the 3 second key rule.
7. Pressing is permitted in the final half of the game. 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 – stops on foul shots, time outs and the final two minutes of the first and fourth period.
10. Personal fouls – 5 per player. A player of equal ability must replace a player, who fouls out. Coach may take a player out of the game who is in foul trouble only if the league director approves.
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. We will play the backcourt rule.
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. One overtime only that is three minutes stopped clock.
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/parents/spectators 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.

