

Yorkville Youth Athletic Association Rules Intermediate Boys and Girls: V.1

1. **Game Length** - 32 minutes/Four 8 minute quarters - Eight 4 minute sections.
2. **Playing time** - *Mandatory Substitutions* at 4 minute mark in each quarter. 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 2- 0. Coaches will also receive a disciplinary warning. Coaches must plan their line-ups and be fair to every player on their team. The **Mandatory Substitution** mark is not a time out and players should be waiting at the table and enter the court immediately. Coaches may not enter the court at this time. Requested matchups will take place at the scorers' table.

Defense

3. **Man to Man** Defense must be played for a minimum of 2 quarters (any 2 quarters). Man to Man Defense begins at half court (optimally) or the foul line extended (minimally). A defender must stay within 6 feet (2 steps) of his man unless he is picking up a player in the lane with the ball.
4. Any player with the ball, in the 3 second area, may be double-teamed (guarded by more than one player). Players not in the 3 second area may not be double-teamed when Man to Man Defense is being played.
5. **Zone Defense** allows trap/press (double-teaming) in the front court by no more than 2 players.

6. Any type of defense is allowed if a team is down by 10 or more points at any point in the game.

This includes defense in the Back Court.

7. **Full Court or Zone Defense** is allowed in the last 4 minutes of the game regardless of score.
8. *If a defensive player is clearly moving toward the front court and an errant pass or lost dribble comes directly to him/her, the defensive player 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 stop play and award the ball to the offense for a throw-in at the nearest designated spot.*

Offense

9. Coaches' are required to teach and run the YYAA half court offense, baseline inbounds play, press, and press breaker. Coaches may also teach and run other offenses and plays.
10. **Coast to Coast** - Rebounders can fast break and shoot off a defensive rebound (go Coast to Coast). Players may steal the ball anywhere on the court and drive to the basket for a shot. Shots that do not hit the rim or backboard (air ball) may be returned without restriction. *League official/site director may adjust this rule if coast to coast becomes excessive.*
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 guard in the backcourt on a pass from out of bounds. Teams will be warned for **Delay of Game** and penalized for the 2nd infraction. 1 point and the ball awarded to the opposing team.
12. **3 Seconds** - Will be called at 5 seconds.
13. **Foul shots/Free throws** - The Foul line may be moved in slightly. Shooters may fall slightly over the line - but may not rebound until the ball touches the rim.
14. **Personal fouls** - 5 per player. A player of equal ability must replace a player, who fouls out.

Technical fouls - count as personal and team fouls - **1 point awarded** and the ball awarded to the opposing team.

15. **Clock** - running time except for shooting personal fouls and time outs. Clock stops on each whistle during the final two minutes of the game and in playoff overtime. There is no overtime in regular season and games may end in a tie.
16. **Time outs** - 5 are permitted per coach per game taken at the coach's discretion.
17. **Rule Changes** - League officials may interpret rules as situations arise to make the experience a good one for all. Coaches should take interpretation in stride and remember to teach young players sportsmanship, fair play and teamwork.

Coach Responsibilities

18. All Coaches must put together a team roster listing 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. Coaches, with director approval only, may shorten a players 'game time for lateness, absence or poor behavior.
20. Coaches who need to be disciplined by league officials or receive technical fouls from referees will be brought to the attention of the Director Of Basketball and disciplinary action may be taken. We must maintain our composure and we will be very strict regarding coaching behavior.

Player Conduct & Responsibility

21. Players are required to call or e-mail their coach if they will not be present at a game.
22. All players must wear the team shirts provided by the league and black shorts (no pockets) provided by the participant.

23. Jewelry may not be worn or taped over.

24. Players must remain on the bench at all times during the course of play.

Parent/Guest Responsibility & Behavior

25. Parents/guests must sit on the opposite side of the gym or away from players and are not permitted to coach, referee or interfere with the game. Cheering for both teams, clapping and positive remarks are appreciated.

26. Parents must participate in keeping the time and score for the games and will be assigned by coaches - our directors are not permitted by the Director Of Basketball to keep score or time.

27. Coaches, players or parents/guests 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.