

PALM BAY YOUTH BASKETBALL ASSOCIATION

2009-2010 SEASON

RULES AND REGULATIONS

REVISED APRIL 21, 2008

1. RULE BOOK AND EXCEPTIONS

1.1 Rule Book

The Palm Bay Youth Basketball Association (PBYBA) shall use the Florida High School Activities Association Rulebook as the guideline for the administration and conduct of all games. Any exceptions to these rules shall be set forth herein.

1.2 Exceptions

These exceptions shall be adhered to by all members of the PBYBA.

2. LEAGUE STRUCTURE

The Palm Bay Youth Basketball Association (PBYBA) is a recreational and instructional basketball program which promotes fair play and good sportsmanship. It is expected that all it's members - Board volunteers, coaches, parents and players - shall conduct themselves in a manner that is consistent with this charter.

2.1 Membership

All players, parents, coaches, and officials are members of the Palm Bay Youth Basketball Association. All adult members are eligible to hold office on the Palm Bay Youth Basketball Association Board of Directors. All adult members are eligible to vote on any action taken at any Membership Meeting they attend. Membership meetings are open to all members and are held the third Monday of every month at the Covenant Presbyterian Church on Emerson Drive in Palm Bay at 7:00 PM.

2.2 Team Size

Each team in each Age Group will have an equal number of players and each team shall have 6-10 players. Up to and including the 4th game, any player who is known to have quit or who is injured so as to be out for the rest of the season **MUST** be replaced from the waiting list in draft order. Coaches do not have the right to refuse a replacement player. It is the coaches responsibility to immediately notify the Age Group Director of the loss of a player. If an injured player is replaced and that player is able to return during the season he/she must go on the waiting list. When a player is lost from the team after the 4th game, the Age Group Director and Board have the option to replace the lost player or **NOT**. If a coach feels that he/she needs a replacement player they may appeal to the Board.

2.3 Scorekeepers and Timekeepers

ALL SCOREKEEPERS AND TIMEKEEPERS ARE VOLUNTEERS.

Scorekeepers and timekeepers will be supplied for each game by the coach of each team. One team will supply a scorekeeper and the other team will supply a timekeeper. Failure to supply a timekeeper or scorekeeper shall result in a forfeit by the offending team (Determination to be made by Age Group Director or their designated representative). Home team to supply scorekeeper/visiting team to supply timekeeper.

2.4 Referees

No coach shall be scheduled to referee a game in their division, unless approved by the Director of Officials or the Age Group Director. Coaches have the right to refuse a referee **ONLY** if the scheduled referees are not available. **Note:** One right of refusal, per game, per coach.

2.5 Background Checks

Anyone wishing to volunteer for any position within the PBYBA organization is required to submit to a Criminal Background Check. The background check is conducted by the Risk Mitigation Director. Volunteers fill out this form and submit it to the Risk Mitigation Director. This director conducts a background check on **all volunteers**. If information is obtained which disqualifies a volunteer from a position a special board meeting will be held to review each case. The identity of the potential volunteer will not be disclosed to other board members during the review process. If the board votes to disqualify the potential volunteer the volunteer may appeal in person at a special board meeting. At this meeting the vote will result in a final decision. **As a nonprofit private organization the PBYBA reserves the right to reject any applicant for any volunteer position.**

Automatic Disqualifiers:

Conviction, pending convictions of, or arrests for the following things should be considered automatic disqualifiers for a volunteer position.

Violent Crime (assault / battery / domestic violence / resisting arrest with violence)

Crime of a Sexual Nature (sexual assault, rape, possession of pornography)

Drug or Narcotics Felony (within the last 15 years)

Any crime, misdemeanor or felony, involving children as either an accomplice or victim.

Animal Cruelty

Weapons Violations, Falsification of Information on this Volunteer Application.

Possible Disqualifiers:

Conviction, pending convictions of, or arrests for the following things will be reviewed by the board on a case-by-case basis.

Driving under the Influence or while Intoxicated (within the last 15 years)

Misdemeanor drug charges (within the last 15 years)

Vehicular Manslaughter (no time limit)

Petty Theft (within the last 15 years)

Multiple Driving Citations/Accidents (within the last 15 years)

2.6 Divisions

Age Groups may be divided into divisions for scheduling purposes. The draft order will be used to separate the teams into divisions. Odd number teams will form one division with the even number teams forming the other division. For example, in a 12-team Age Group with 2 divisions, teams drafting 1-3-5-7-9-11 will form one division and teams drafting 2-4-6-8-10-12 will form the other division.

Overall record will be used to determine playoff position. Divisional records are one of the tiebreakers (see rule 6.1). If possible (available gym space), it is recommended that all teams qualify for the playoffs.

For divisional scheduling, teams will play each team in their division with non-divisional games comprising the remaining games. Non-divisional opponents will be determined by draft order. For example, in a 12-team Age Group with 2 divisions and a 7-game regular season, non-divisional games will be scheduled as follows:

- teams 1-3 will play teams 2-4
- teams 5-7 will play teams 6-8
- teams 9-11 will play teams 10-12

For example, in a 12-team Age Group with 2 divisions and an 8-game regular season, non-divisional games will be scheduled as follows:

- teams 1-3-5 will play teams 2-4-6
- teams 7-9-11 will play teams 8-10-12

3. PLAYER DRAFT GUIDELINES

3.1 Skills Evaluation

Skills Evaluation shall be conducted by the Age Group Director and/or their designated representative.

3.2 Draft Selection Process

The draft is described as the selection of those players who were evaluated at the skill evaluation.

3.2.1 Order of Selection (All Divisions)

The Age Group Director will determine the team order of the draft by random selection. If unable to complete a **full** draft round, the remaining players are put in a hat with absentee players. Draft order goes from top to bottom in odd rounds and bottom to top in even rounds ("**SNAKE**").

3.2.2 Skills Evaluation Absenteeism

Any individual that fails to attend the skill evaluation for any reason shall have their name placed in a hat and subsequently cannot be selected during the regular draft rounds unless the Age Group Director determines them eligible for the draft.

At the completion of the tryout and prior to the draft, the Age Group Director shall poll the coaches regarding the absent players. Absent players who are known shall be discussed (skill level, height, attitude, probable draft round, etc.) and made available in the draft. Absent players who are unknown shall be placed in the hat.

3.2.3 Coaches Child

The coach's child will count as that team's last round selection.

3.2.4 Assistant Coaches Child

There shall be no provision for an Assistant coaches child.

3.2.5 Brothers & Sisters

Draft one = draft both. No loss of draft choice will be assessed for the additional brother or sister (THEY WILL GO TO THE LAST AVAILABLE SLOT IN THE DRAFT SPOT).

3.2.6 Changing Teams After the Draft

A player that desires to change teams after the draft is required to submit their request in writing to the Board. The team change request must be approved by the Board.

4. LEAGUE RULES

4.1 Replacement of Players

Any coach that has a player that has missed practice and/or games for a period of 2 weeks or longer has the responsibility of reporting this to the Age Group Director. That player may be removed from the team roster and replaced from the waiting list for that age group by the Age Group Director in the order in which the waiting list was created. (See 2.2).

4.2 Mandatory Play Rule

The league has established that all players of a team **MUST** play at least one full quarter of each regulation game by halftime. A full quarter is considered the start and end of the same quarter. Additionally, every eligible player **MUST ALSO** play continuously in either the first 2 minutes of the 3rd quarter or the first 2 minutes of the 4th quarter. It is recommended that players be allowed to play at least two quarters.

Penalty: Forfeiture of the game the violation occurred in.

4.3 Substitutions

No substitutions will be allowed during the first quarter of any game (**EXCEPTION - INJURY RULE 4.4**). No player can be removed from a game for substitution unless the player coming out of the game has satisfied his/her mandatory time. Free substitution is permitted after the first quarter, provided the player being removed has satisfied their playing time requirement for the half and regulation time has not expired. If five (5) eligible players are present then five (5) players must be on the court.

No substitutions will be allowed during the first 2 minutes of the 3rd quarter.

4.4 Injury

In the event of an **INJURY** or a **MEDICAL REASON**, the injured player shall be credited with having played their mandatory time for that quarter. A player substituted for an injured player is still **REQUIRED** to satisfy the mandatory play rule. Players removed for an injury **MAY** be allowed to return to the game as a substitute only with parental approval (an **ON-SITE PARENT/GUARDIAN MUST** sign the scorebook to signify approval for continued play).

4.5 Game Time

A game shall consist of four quarters, and each quarter shall be eight (8) minutes in duration (see exception 4.18.1). There will be a one (1) minute break between the first and second quarters, and between the third and fourth quarters to allow coaches to substitute players. There will be a five (5) minute half time between the second and third quarters. It is very important that the teams adhere to this rule so that all teams can get equal playing time in the limited court time available. Game time is game time (**no grace period**).

4.6 Mandatory Practices & Excused Activities

A coach can only have two (2) mandatory practices a week. A coach may have as many practices a week as he desires; however, if a player attends any two (2) practices that week they shall not be disciplined for missing practice.

4.7 Excused Activities

Any school or church activity is considered an excused absence and is not a cause for disciplinary action. The coach may request a letter from the parents of the player stating that the player is involved with school or church activities.

4.8 Game Uniform

Players **MUST** be in proper game uniform to be eligible to play in the game. Game uniform is defined as Black shorts without pockets and the shirt issued by the league to each player. **Penalty:** Initial failure to comply will be noted in the scorebook and that player may play in that game. Subsequent violations - the player is ineligible to play until the proper uniform is worn.

4.9 Jewelry

No Jewelry (i.e.-watches, earrings, rings, necklaces, etc.) shall be worn during games by any player (boy or girl).

4.10 Spandex

Spandex must match the uniform shorts or be solid black or solid white in color (No team names or logos allowed). No other type of exposed undergarment is allowed.

4.11 Possession Arrow

A jump ball will start every game. The possession arrow will determine the next possession of the ball. For the start of the 2nd, 3rd and 4th quarter, the possession arrow will be used.

4.12 Time-outs

Each team will have four (4) time-outs per game. See exceptions for Instructional Divisions.

4.13 Bonus Shots

The bonus shot shall take effect on the **SEVENTH (7)** team foul in a half.

4.14 Three Point Basket

The 3-point basket will be in effect for all age groups who use a ten-foot basket.

4.15 Full Court Press

No team shall play a full court press if they have a twenty (20) point advantage over the other team. The leading team can pick up the press once the ball has crossed the half court line.

Penalty: First offense- Warning. **Second and successive offenses-** Technical Foul (2 free throws) on the team for each offense. The Technical foul shall count as a Team foul. The Technical foul shall not be counted against the Coach.

4.16 Thirty Point Rule

When a team reaches a 30-point advantage anytime after the completion of the 3rd quarter the game shall be officially over. However, if both coaches agree to continue playing, play may continue until seven minutes before the designated starting time for the following game. Once the 30-point rule is invoked, there will be no more official score keeping, the scoreboard will be set to 00 for each team, and a running clock will be used.

4.17 Overtime Period

In the event of a tie score after regulation time has expired there will be a one (1) minute break followed by an overtime period of two (2) minutes. In the event of a tie after the expiration of the first overtime period, there will be a one (1) minute break followed by a second overtime period of two (2) minutes. In the event of a tie after the second overtime period, there will be a one (1) minute break followed by a third overtime period. This third overtime period will be sudden death overtime period (**Exception- Playoff Games**). The first team to score in any manner shall be declared the winner. All overtime periods are a continuation of the fourth period, this means that all player fouls, team fouls, and bonus situations remain as they were at the end of the fourth quarter. All overtime periods will begin with a jump ball. Both teams will be allowed one time-out during each overtime period. No time-outs from the game or overtime periods will carry over to the next overtime period. See Exception 4.18.5.

4.18 Instructional Divisions

The following rules apply **ONLY** to the Instructional Divisions.

4.18.1 Game Time

The Instructional Divisions shall have six (6) minute quarters. NOTE: There is no longer a running clock in these age groups.

4.18.2 Full Court Press

The Instructional Divisions will not be allowed to use a full court press.

4.18.3 Five Second Violation

There will be a five-second violation used in the Instructional Divisions instead of the normal three-second violations.

Penalty: Upon the first violation a warning to the coach and player will be issued and the ball will be given to the offending team on the sideline. Any subsequent violations of this rule will be called against the offending team and the ball given to the opposing team.

4.18.4 Time-outs

Each team will have three (3) time-outs per half.

4.18.5 Overtime Period

None

4.18.6 Defense

For the first five (5) games, players must play defense inside the three (3) point arc. The first offense will result in a warning, second offense will result in a free throw and possession of the ball.

4.18.7 Free-Throws at Half-time

Each player present will shoot one free-throw at half time at their 2nd half basket. Each team gets 1 point for each made free-throw.

4.19 Dunking

No dunking of any object or hanging on the rim or net in any age group in any facility while occupied by PBYBA will be permitted. This is for the safety of our athletes. The first offense will be an automatic ejection from the game and a suspension for the next game. In the event the violation of the rule occurs outside of a player's game in progress, the player will be suspended from their next game. The second offense will result in a suspension for the remainder of the season. If incident occurs in the last game of the season, offense carries over to the playoffs or the following season.

5. DISCIPLINARY ACTIONS

5.1 Age Group Director Authority

The Age Group Director (or their designated representative) shall have the authority to enforce the PBYBA rules. The Age Group Director, or their designated representative, shall identify himself/herself to the coaches, parents and the officials before the start of each game. The Age Group Director (or representative) may call for an official timeout at any time during the game, preferably during a stoppage in play, in order to address a disciplinary issue if one arises. This includes, but is not limited to, coach/player/spectator conduct, and minimum play time verification or violation. The decisions of the Age Group Director are FINAL, and coaches/players/spectators are expected to comply.

5.2 Abusive/Vulgar Language or Hostile/Unsportsman-Like Action

Any player, parent, coach, official, or spectator that uses abusive or vulgar language and/or displays any hostile or unsportsman-like action towards any player, parent, coach, official, or spectator shall be **IMMEDIATELY** removed from the game/facility and shall be suspended for a minimum of one (1) game, **NOT INCLUDING** the game the suspension occurred in. The Age Group Director, or their designated representative, who observed the action shall file a **WRITTEN REPORT** within one (1) week with the league President. The report shall detail the circumstances of the incident (persons involved, type of misconduct, and what action was taken at the time of the incident).

5.2.1 Suspension

Any player or coach receiving two (2) technical fouls in any one (1) game shall be removed from the game/facility in progress and be suspended for the next game.

5.3 Spectator Discipline

Any spectator creating a disturbance will be asked to leave the building for the remainder of that day and will not be permitted in the building for any of the scheduled games the next week. The Age Group Director or their representative who observed the action shall file a **WRITTEN REPORT** and submit the report to the Board of Directors within one (1) week of the incident. The report shall detail the circumstances of the incident (persons involved, type of misconduct, and what action was taken at the time of the incident).

5.4 Player Discipline

Any coach may enforce disciplinary actions upon players of his/her team. In the event the disciplinary action is a game suspension, the coach **MUST** report the suspension to the Age Group Director **IN WRITING PRIOR TO THE START OF THE GAME** for which the player is suspended. Any coach may enforce disciplinary actions upon his players during a game, however, a **WRITTEN REPORT** must be handed to the Age Group Director **IMMEDIATELY FOLLOWING THE GAME** in which such action occurred, explaining the reason for such

action. The league strongly advises that a player suspended by a coach for a disciplinary reason be required to attend the game in uniform (Per section 5.6).

5.5 Coach Discipline

A coach may be placed on probation upon recommendation by the Age Group Director or their designee subject to approval by the Board of Directors for any disturbance or unsportsman-like act. If a coach is placed on probation by the Board of Directors, and he/she commits **ANY SECOND** disturbance or unsportsman-like act, he/she shall be suspended for the remainder of the current season and all the following season.

5.6 Discipline Hearing

Any player, parent, coach, official, or spectator that is involved in a disciplinary action shall have a right to a hearing by the Board of Directors of PBYBA. The length of suspension shall be determined by the Board of Directors, and shall be based on the severity of the act. On the second occurrence (during the season) they will be removed from the team or facility for the remainder of the season.

5.7 Player or Coach Suspension Action

To fulfill a player suspension by the Board of Director's, a player must be present, IN UNIFORM, and sit on the player bench for the number of games for which he/she was suspended. To fulfill a coach's suspension by the Board of Director's, the coach shall not be allowed in the building in which the game is being played.

6 TIES IN STANDINGS

6.1 Trophy Positions

The Board of Director's, with input from the Age Group Director, shall decide how many places will be awarded trophies. Trophy positions shall be determined through a play-off format scheduled at the end of the regular season by the Age Group Directors.

Ties in the standings will be decided as follows:

- 1) Overall record
- 2) Head to head record
- 3) Least average points allowed during played regular season games (forfeits do not count towards the average points allowed)
- 4) Coin flip

All play-off games will be played under these existing rules and regulations.

All Instructional teams will be awarded participation trophies only.

6.2 Non Trophy Positions

In the event a tie exists between any of the places for which trophies are not awarded, playoff games will not be played and standings will remain as they are.

7. MISCELLANEOUS RULES

7.1 Playing Outside Normal Age Group

No player will be allowed to play outside of their normal age group unless approved by the Board of Directors. His/her parent must submit a request in writing to the Board of Directors at the time of registration. Playing outside your normal age group is defined as 1) playing down (younger age group), 2) playing up (older age group) or 3) playing in a different division (boys in the girls division, girls in the boys division). The Board of Directors will hold a meeting to discuss the request prior to draft day. The Board of Directors will vote on the request. The decision of the Board is final. When a request to play outside your normal age group is approved, then the player will **NOT** be allowed to transfer to their normal age group later in the same season once games begin. Prior to the first game, a player may transfer back to their normal age group's waiting list. The player will resume his/her normal age group in the next regular season (i.e., a request to play outside of your normal age group is only valid for the current season).

7.2 Request Not To Play For A Specific Coach

If a player requests not to play for a certain coach, his/her parent **MUST** submit a request in writing on the registration form. (Note: Only one (1) coach's name may be submitted under this rule).

7.3 Miscellaneous Decisions

The Board of Directors shall have the authority to make any decisions not specifically covered in these rules or the Florida High School Activities Association Rule Book. Any decision made by the Board of Directors will be final. These rules may be overturned by a majority vote of the Board at any meeting.