



BIG SIOUX YOUTH BASKETBALL LEAGUE

OFFICIAL RULES AND POLICIES

2011-2012

Big Sioux Youth Basketball League, Inc.
PO Box 101
Harrisburg, SD 57032
www.bsybl.com

TABLE OF CONTENTS

A. General Policies	1
1. Acknowledgement	1
2. Divisions, Registration and Player and Coach Placement	1
3. Medical Waivers	2
4. Players and Rosters	2
5. Shoes, Uniforms and Other Apparel	2
6. Adult Coaching and Supervision	2
7. Personal Conduct and Good Sportsmanship	2
8. Game Schedules and Locations	3
9. Cancellations	3
10. Practices	3
11. No Discrimination	3
12. Violations	3
13. Rule Modifications	3
B. Games	4
1. NFHS Rules	4
2. Game Clock Operators and Official Game Scorers	4
3. Start Times and Pregame Warm-ups	4
4. Home and Away Jerseys	4
5. Minimum Number of Players	4
(a) Start of the Game	4
(b) During the Game	4
6. Time and Timeouts (Regulation Play)	5
7. Overtime	5
8. Basket Height, Ball Size and Three-Point Line	5
9. Backcourt Violations	5
10. Personal Fouls and Bonus	5
11. Technical Fouls, Ejections and Suspensions	6
12. Special Rules for All Recreational Divisions (3 rd through 6 th Grades)	6
(a) Team Offense	6
(b) Defense	6
(1) No Full-Court Defense	6
(2) Man-to-Man Defense	7

13. Additional Special Rules for 3 rd Grade Divisions	7
(a) Free Throws	7
(b) Mandatory Substitution Rule	7
(1) Explanation of the Rule	7
(2) Exception – Player Safety	8
(3) Enforcement	8
14. Special Rules for Competitive Divisions (5 th and 6 th Grades Combined) – Full-Court Defense	9

A. GENERAL POLICIES.

- Acknowledgement.** By registering with the Big Sioux Youth Basketball League, Inc. (the “League”) or attending any League game or other event, all parents, coaches, players and other persons agree to comply with all of the policies and rules set forth herein, and as the same may be modified from time to time (collectively, the “Rules”), and with decisions of the League’s Board of Directors (the “Board”), Board committees and officers.
- Divisions, Registration and Player and Coach Placement.** The League consists of multiple Boys and Girls Divisions, as follows:

Boys	Girls
3 rd Grade Recreational	3 rd Grade Recreational
4 th Grade Recreational	4 th Grade Recreational
5 th Grade Recreational	5 th Grade Recreational
6 th Grade Recreational	6 th Grade Recreational
5 th & 6 th Grades (Combined) Competitive	5 th & 6 th Grades (Combined) Competitive

Grade levels are based upon the grades players will be in as of the start of League play. In order to be eligible to play in the League, a boy or girl must be in at least the 3rd grade as of the start of League play. Eligible boys and girls may “play up” a grade level (e.g., a 3rd grade boy or girl may register to play in a 4th Grade division), but may not “play down” (e.g., a 4th grade boy or girl may not register to play in a 3rd Grade division). The League reserves the right to move teams up a Division, or to move teams registered in any Competitive Division to the applicable Recreational Division, if the League determines doing so would likely improve competitive balance.

In all 3rd Grade Divisions, players may register individually only (i.e., not as part of a team). In all 4th Grade, 5th Grade, 6th Grade and 5th and 6th (combined) Divisions, players may register as a team or individually. The League does not provide coaches, but instead relies upon adult volunteers (typically, parents) to coach the teams.

Players who register individually will be assigned to teams by the League’s Player and Coach Placement Committee (the “Placement Committee”). The Placement Committee will also assign coaches to each of those teams from the pool of volunteers. The League may cancel one or more player registrations if: (a) there is no suitable adult volunteer to coach the team to which he or she is assigned, or (b) there are not enough unassigned players in his or her Division to make up a team roster. If a player’s registration is canceled for either of the above reasons, the League will refund his or her registration fee.

Except as otherwise stated, all rules and policies set forth in these Rules apply to all Divisions.

3. **Medical Waivers.** At least one parent of each player must sign a League-supplied medical waiver and release form. The signed form must be turned into the League (either individually or as a team) before the team's first scheduled game. Any player whose parent has not signed or turned in the form will be ineligible to participate in League games unless and until such a waiver is signed and turned into the League. The required form may be obtained through coaches or on the League's website (www.bsybl.com).
4. **Players and Rosters.** With respect to regular League play (including the regular season and the related post-season tournament): (a) each player may play for only one team during any League year, and (b) no player may be added to any team after the League registration deadline without prior approval of the Board. A player's temporarily playing for another team under Section B.5., *Minimum Number of Players*, below, will not be considered a violation of the above rules.
5. **Shoes, Uniforms and Other Apparel.** Each player must wear *non-marking court shoes* during all practices and games. Each player must wear his or her League-issued jersey and shorts during all games. No traveling or other team apparel (including, without limitation, warm-up shirts and pants) may be worn on the court. The League-issued jersey and shorts belong to/may be kept by the player, and are the responsibility of the player's parents. If a player's jersey and/or shorts are lost, stolen or unsuitable for use, his or her parents will be solely responsible for the cost of replacing the same. No player may change his or her number during the season. During practices and games, no player may wear any item that is inappropriate or presents a safety risk to that or any other player. At games, the determination of whether an item worn by a player is inappropriate or unsafe shall be made by any Official. Players and parents are responsible for securing all of their personal belongings at all practices, games and other League or team activities.
6. **Adult Coaching and Supervision.** Each team must have an adult coach. The team's coach or, in his or her absence, some other adult must be present and generally responsible for the team during each practice, game and other team activity. For purposes of these Rules, "adult" means a person at least 21 years of age. A team's failure to have an adult present at any game will result in forfeiture of the game.
7. **Personal Conduct and Good Sportsmanship.** Good sportsmanship is required of all players, coaches, parents and others in attendance at games and other League activities. At the end of each game, each player and coach shall shake hands with the opposing team. Unsportsmanlike or other inappropriate conduct (which includes, without limitation, physically or verbally abusing any player, coach, Official or other person; arguing with Officials; using inappropriate language; or disregarding or attempting to circumvent any Rule) at any practice, game or other League or team activity will constitute a violation of League rules.

All players, parents, coaches and other persons in attendance at any practice, game or other League activity shall be respectful of the gyms and other facilities being used, and comply with all facility rules.

8. **Game Schedules and Locations.** Game schedules will be prepared and made available after registration is complete, all team rosters have been set and all coach assignments have been made. While the League's schedule is subject to change, as of the effective date of these Rules: (a) League play is scheduled to begin on Saturday, November 5, 2011, (b) regular season games are to be played on Saturdays, with Divisions alternating available weekends as determined by the Board, and (c) the post-season tournament is to be held on Saturday, February 4, 2012, and Saturday, February 11, 2012. The League encourages teams to participate in other basketball events, such as out-of-town tournaments. However, the League will not make scheduling exceptions or adjustments to accommodate such outside events. Instead, League play must be given priority. Unless otherwise noted in the League schedule or determined by the Board, all games will be played at gyms within the Harrisburg School District. On each game day, gyms will normally open 15 minutes before the first scheduled game.
9. **Cancellations.** All game cancellations will be posted on the League's website: www.bsybl.com. The League will try to reschedule all cancelled games. However, no refunds will be given if cancelled games are not rescheduled.
10. **Practices.** The League wishes it could provide practice facilities for all teams. However, gym space is limited. Therefore, unless the League notifies coaches otherwise: (a) only Harrisburg teams may be able to secure practice facilities and times through the League, and (b) all other teams will be responsible for scheduling and securing their own practice facilities and times.
11. **No Discrimination.** Discrimination against any person due to his or her race, color, sex, creed, religion, ancestry, national origin or disability will not be tolerated.
12. **Violations.** Any player, coach or parent who fails to follow any League policy or rule may, in the Board's discretion, be suspended or expelled from the League. Any person suspended under this or any other provision of these Rules may not attend any practice, game or other team or league activity during the period of suspension. Any such suspension resulting from regular season conduct may extend into the post-season tournament. Similarly, any such suspension resulting from post-season tournament conduct may extend into the following season. Any person expelled from the League under this or any other provision of these Rules may not attend any practice, game or other team or league activity unless and until he or she is reinstated in the discretion of the Board. No refunds will be given due to any ejection, suspension or expulsion.
13. **Rule Modifications.** The Board may modify these Rules from time to time in its discretion.

B. GAMES.

1. **NFHS Rules.** Except as otherwise provided in these Rules, games will be played under the National Federation of High Schools rules.
2. **Game Clock Operators and Official Game Scorers.** Each team must provide one adult to sit and work at the scorer's table during the game. One such adult will run the game clock/scoreboard, and the other adult will keep the official scorebook. Official scorebooks must be turned into the on-site League representative as soon as the game has ended.
3. **Start Times and Pregame Warm-ups.** Teams should be at their designated gyms 10 to 15 minutes before their game start time. Teams will be provided with a brief (approximately three to five minutes) pregame warm-up period whenever reasonably possible. Such warm-up period (when provided) is to start and finish before the game's scheduled start time. To avoid late starts, pregame warm-ups may be shortened or eliminated in the Officials' discretion.
4. **Home and Away Jerseys.** When, in the Officials' discretion, the opposing teams have similar-colored jerseys, the team designated as the Home team will choose whether it or the other team will wear white during that game.
5. **Minimum Number of Players.**
 - (a) **Start of the Game.** Any team that does not have at least five players present, ready and able to play at the game's scheduled start time will forfeit the game. However, if both coaches agree, the teams may still play the game, with the forfeiting team either playing with less than five players or borrowing one or more players from the opposing team. However: (1) the forfeiting team may not add any other player or players (e.g., a player from a non-participating team or someone not registered with the League as a player), (2) regardless of the game clock, the game must be stopped at least 15 minutes before the scheduled start time of the next game to be played on the same court, and (3) regardless of the final score, the game will remain a forfeit in favor of the opposing/non-forfeiting team. In addition, if any player on the forfeiting team shows up late, he or she may play, but the game shall remain a forfeit and the rules set forth above in this subsection still apply to the game.
 - (b) **During the Game.** If, during the game, a player fouls out or is removed from the game due to injury or any other reason, causing his or her team to have less than five players present, ready and able to continue playing, that team may play with less than five players, in which case: (1) the game will continue unless and until that team runs out of players, (2) unless the game is stopped because the team runs out of players, the game will not be considered a forfeit, (3) the opposing team may continue to play with five players throughout the game, and (4) the team playing with less than five players must continue to comply with all applicable defense rules

(including, if applicable, the man-to-man defense rule, meaning that one or more players on the opposing team will be unguarded). If the game is not continued as described above, then the rules set forth in Subsection (a), immediately above, shall apply as though the team with less than five continuing players had been short one or more players as of the game's scheduled start time.

6. Time and Timeouts (Regulation Play).

- (a) The game will consist of two 20-minute halves, with a two-minute halftime break.
- (b) Each team will be allowed three 30-second timeouts per game. These timeouts are non-accumulating.
- (c) The game clock will be stopped only for the following: (1) team timeouts, (2) dead balls in the final minute of the first half and the final two minutes of the second half (unless either team is ahead by 20 or more points, in which case the game clock will continue to run through the end of each half, notwithstanding a dead ball), (3) injuries or other emergencies, (4) mandatory substitutions (where applicable), and (5) Officials' timeouts.

7. Overtime. In the event of a tie at the end of regulation, there will be a one-minute break followed by a two-minute overtime period, wherein: (a) the initial possession will be determined by a jump ball at mid-court, (b) each team will be allowed one 30-second timeout, (c) the game clock will be stopped only for dead balls in the final minute and in the other circumstances identified in Section B.6.(c), and (d) mandatory substitution rules (if any) will not apply. If the game is tied at the end of the overtime period, there will be a sudden death period, wherein: (w) the initial possession will be determined by a jump ball at mid-court, (x) teams will not be allowed to call any timeouts, (y) mandatory substitution rules (if any) will not apply, and (z) the first team to score wins. Except as otherwise noted in these Rules, all technical foul and other rules will apply in overtime and sudden death periods.

8. Basket Height, Ball Size and Three-Point Line. The basket height will be 10 feet. An intermediate size (28.5") basketball will be used. The three-point line will be used when playing on a court with appropriate markings.

9. Backcourt Violations. Each team will have 10 seconds to get the ball across the half-court line.

10. Personal Fouls and Bonus. Each player is allowed five personal fouls (disqualified on the fifth foul), including technical fouls. Bonus (one-and-one) free throws will be shot beginning with a team's seventh foul in a half. Beginning with the 10th team foul in a half, the shooting team will receive two free throws.

11. **Technical Fouls, Ejections and Suspensions.** In the event of a technical foul, the other team is awarded two points and possession of the ball. Technical fouls also count as personal fouls. If, during a game, a player receives two technical fouls for any reason, he or she will be ejected from the game and suspended for his or her team's next game. However, any player technical called for fighting, extreme physical or verbal abuse, or any obscene gesture may result in his or her immediate ejection from the game and, in the Board's discretion, suspension or expulsion from the League. Any player ejected from the game must immediately either collect his or her belongings and leave the gym, or sit quietly on his or her team's bench or with his or her parents. A player's failure to do so may result in his or her suspension or expulsion from the League, as determined by the Board. If any adult is ejected, he or she must immediately collect his or her belongings and leave the gym. If the ejected adult is a team's coach, an assistant coach shall take over coaching duties for the remainder of the game. If the team has no assistant coach present, a parent may take over coaching duties for the remainder of the game. Officials may call bench or team technicals as a result of inappropriate conduct on the part of any parent or other attendee. If, during a game, a team receives three technical fouls for unsportsmanlike conduct (whether called on one or more players, a coach, the bench/team, or any combination thereof), that team will forfeit the game and the game shall be stopped. The rules set forth in this section are in addition to, and not in lieu of, any other Rules relating to good sportsmanship and personal conduct, and violations thereof.

12. **Special Rules for All Recreational Divisions (3rd through 6th Grades).**

(a) **Team Offense.** Teams must involve all of their players in the offensive pattern. Plays involving only one or two offensive players (*e.g.*, isolations and clear-outs) are prohibited. Whether a team is violating this rule will be a judgment call by the Officials. Failure to comply will result in the following penalties: first offense, Official's warning and offense maintains possession of the ball; second offense, bench technical foul; third and subsequent offenses, bench technical foul and loss of timeout. Technical fouls under this subsection will not be considered unsportsmanlike conduct technicals, unless a team repeatedly and intentionally disregards the offense rules.

(b) **Defense.**

(1) **No Full-Court Defense.** Full-court defense is prohibited. When a team obtains possession of the ball within the opposing team's end of the court (through a rebound, steal or otherwise), all players on the opposing team must drop back immediately past the half-court line. A team's inadvertent failure to comply will result in a warning and the other team will maintain possession of the ball. However, a team's intentional failure to comply will result in the following penalties: first offense, Official's warning and offense maintains possession of the ball; second offense, bench technical foul; third and subsequent offenses, bench technical foul and loss

of timeout. Technical fouls under this subsection will not be considered unsportsmanlike conduct technicals, unless a team repeatedly disregards the pressing rules.

- (2) Man-to-Man Defense. Teams must play man-to-man defense at all times. Defensive players may “switch” players when picks are set, and may “help” (*i.e.*, individually pick up a teammate’s player when the teammate is beaten). However, at no time may an offensive player be double-teamed or trapped. Instead, only one player may guard an offensive player at a time. Defensive players must stay generally within arm’s length of the offensive player he or she is guarding, or must keep at least one foot out of the lane when the offensive player he or she is guarding is more than 10 feet from the lane. A defensive player’s moving into position for a rebound, moving from one offensive player to another in order to switch or help (as described above), or making some other “basketball move” consistent with the spirit of these defense rules will not be considered a violation of the above “arm’s length” or “one foot out of the lane” rules. Whether a team is violating any of these defense rules will be a judgment call by the Officials. Failure to comply will result in the following penalties: first offense, Official’s warning and offense maintains possession of the ball; second offense, bench technical foul; third and subsequent offenses, bench technical foul and loss of timeout. Technical fouls under this subsection will not be considered unsportsmanlike conduct technicals, unless a team repeatedly and intentionally disregards the defense rules.

13. Additional Special Rules for 3rd Grade Divisions.

- (a) Free Throws. If a player is unable to reasonably shoot free throws from the regulation free throw line, he or she may move closer to the goal and shoot free throws up to two feet within the regulation free throw line.
- (b) Mandatory Substitution Rule.
- (1) Explanation of the Rule. It is the intent of the League that all 3rd Grade players receive equal playing time during each game. All players who start the game must stay in the game until the first mandatory substitution time of the first half. Mandatory substitutions will occur at the 15:00, 10:00 and 5:00 minute marks of each half, and at the beginning of the second half. However, active play will not be interrupted for mandatory substitutions. Instead, the Officials will call a one-minute Official’s timeout at a dead ball occurring as close to the 15:00, 10:00 and 5:00 mandatory substitution times as is reasonably possible. At each mandatory substitution time, all players on each team’s bench must come into the game and stay in the game until the next mandatory

substitution time. Player substitutions between mandatory substitution times will not be allowed.

If a team's roster for the game consists of less than 10 players, the team's coach shall ensure that all players sit out as close to an equal amount of time as is possible, while otherwise complying with these substitution rules. *For example*, if a team has eight players, it may not rotate the same six players while leaving two of its players in for most of the game. If a team has more than 10 players on its game roster and, therefore, is unable to put all players on its bench into the game at any mandatory substitution time, that team's coach must ensure that all players on the team receive as close to equal playing time as is possible, while otherwise complying with these substitution rules.

Instead of waiting for an Official's timeout to make mandatory substitutions, a team may call a timeout (if it has at least one timeout available) at or within a reasonable time after (but not before) any mandatory substitution time, in which case the team's timeout period shall be extended to one minute and mandatory substitutions shall otherwise be made consistent with the above rules.

- (2) Exception – Player Safety. Player health and safety come first. Therefore, as an exception to the above mandatory substitution rule, any player may, at any time, be taken or kept out of the game in case of his or her injury, illness or extreme exhaustion, or in any emergency situation. However, if a player is taken or held out of the game for any such reason: (i) the coach must inform the person keeping the official scorebook why the player is coming or staying out of the game, and (ii) if the player becomes able to play during “his or her” five minute playing period, he or she must be put into the game at the next dead ball.
- (3) Enforcement. If any parent believes that his or her child's coach fails to follow the mandatory substitution rule, the parent is encouraged to talk to his or her child's coach about the situation. If the parent and coach are unable to resolve the issue, the parent may file a complaint with the League. Any opposing team's coach may also file a complaint with the League, if he or she believes that a coach has failed to follow the mandatory substitution rule. If the League receives one or more such complaints and determines, in its discretion, that a team has intentionally or continually failed to follow the mandatory substitution rule, the League may impose such sanctions as it deems appropriate (including, without limitation, declaring one or more games forfeited and/or suspending the team's coach).

14. **Special Rules for Competitive Divisions (5th and 6th Grades Combined) – Full-Court Defense.** Full-court defense is allowed only up to a 15-point lead. When a team behind by 15 or more points obtains possession of the ball within the opposing team's end of the court (through a rebound, steal or otherwise), all players on the opposing team must drop back immediately past the half-court line. A team's inadvertent failure to comply will result in a warning and the other team will maintain possession of the ball. However, a team's intentional failure to comply will result in the following penalties: first offense, Official's warning and offense maintains possession of the ball; second offense, bench technical foul; third and subsequent offenses, bench technical foul and loss of timeout. Technical fouls under this subsection will not be considered unsportsmanlike conduct technicals, unless a team repeatedly disregards the full-court defense rule.