

# NORTHEAST OHIO YOUTH BASKETBALL LEAGUE

## Rules – Revised 9/23/09

The following playing rules will be in effect for the NEOYB youth season. The purpose of these rules is to make the games run smoothly, ensure fair play for all players, and eliminate any controversies or disputes. The NEOYB and the league coordinator reserve the right to amend or add rules during the season as needed – proper notice of any such changes will be provided.

1. Rules in effect:

OHSAA rules will be in effect, except where specific league rules differ.

2. Timing of games:

A. Games will consist of **two 16-minute halves with a continual running clock, except for the following: the clock will stop during all free-throws, the clock will stop on every whistle during the last minute of each half unless point differential rule is in effect, or a request from an official for time-out. LEAGUE OFFICIALS HAVE THE RIGHT TO ADJUST THE RULES/TIME IF NEEDED.**

B. The clock will run **in the last minute** of the game if one team is ahead by **20** points or more. **If the differential goes under 20, the clock stops in all whistles once again.**

C. The scorer's time clock is official and final – the scorer's **horn** at the conclusion of each period constitutes the end of the period.

D. If a game is tied at the end of regulation, a two-minute overtime will be played. Fouls will carry over.

E. Teams will provide parents/adults to score keep and run the clock.

3. Fouls:

A. The NEOYB will follow the new OHSAA rule regarding foul shot alignment for players, which is: A maximum of 7 players may be aligned on the key for all foul shots; the shooter and 3 players on each side of the lane. All other players must be behind the foul line extended and outside of the 3-point circle.

B. Boys and Girls Grades 4 and Girls Grade 5 are to shoot at the regulation foul line but are allowed to jump over the line, permitting it does not create an advantage (per referees discretion) in obtaining the rebound.

C. A player will foul out after his/her fifth foul in a game.

D. A “one-and-one” rule will be in effect beginning with the **seventh** foul of each half.

E. Fouls in the second half carry over to overtime.

F. The scorer's tabulation of individual and team fouls is official and final.

4. Timeouts:

A. Each team will receive **three** 45-second timeouts **per game**. Unused timeouts do not carry over to overtime.

- B. Each team will receive one 45-second timeout in overtime.
- C. The scorer's tabulation of timeouts is official and final – the scorer will also time the length of each timeout.

5. Defenses:

- A. **For 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> grade:** only “man-to-man” defenses are permitted in the first half. Players are required to be within the proximity of the person they are checking. **Help defense is allowable when the defender is 2 or more passes away.** No zone defenses – (a zone defense is defined as an obvious attempt by a player to defend an area rather than his/her player). In “man-to-man” defense a player must play at least halfway between his/her player and the basket. A player may leave his/her person to:
  - Defend against another player driving to the basket, **but then must recover**
  - Stop a break away

**Zone defenses, double teaming, and any other combination of man to man or zone are permissible in the second half and overtime periods Grades 4-6.**

- B. Full court pressing is not permitted in the first half for 5<sup>th</sup> & 6<sup>th</sup> grade, first 24 minutes for the 4<sup>th</sup> grade – teams must pull back beyond the half court line immediately after each basket or change of possession and must allow the other team to cross the center line. Violations will result in a technical foul. (Note: Under high school rules, a technical foul is also a charged personal foul on the violator.)

Pressing will be permitted in the second half for 5<sup>th</sup> & 6<sup>th</sup> grade, last 8 minutes for 4<sup>th</sup> grade, and overtime. Any team with a 15-point or more lead cannot press under any circumstances.

- C. Rules limiting double-teaming may be added if necessary to promote better play and encourage skill development. (No swarming.)

6. Eligibility:

- A. 4<sup>th</sup>/5<sup>th</sup>/6<sup>th</sup> Grades – players may not be in a grade higher than the grade of team.

B. Eligibility requires the player to be a resident of the community and/or school district.

C. Any team caught playing with an ineligible player will forfeit any and all games that he/she played in.

D. Teams are limited to 12 players. No additions to roster after games begin.

E. A player may not play on two teams. The player must select the team they want to play on and will remain on that roster the balance of the year.

7. Playing time:

4<sup>th</sup>/5<sup>th</sup>/6<sup>th</sup> Grade Teams can decide if they wish to play 5 players in the first half 8 minutes and 5 different in the second 8 minutes, or they can split into 4 minutes intervals' the first half of the game. **(If both teams have 10 players, each player must play 8 minutes in the first half. If any team has less than 10 players, both coaches can use their**

discretion to play one or more players providing NO PLAYER PLAYS MORE THAN 12 MINUTES IN THE FIRST HALF OF GAME ) If teams have more than 10 players, coaches can work in additional players as long as individual players do not play more than 8 minutes the first half of game.

8. Offense:

Possession in the backcourt will be established when a defensive player has taken possession of the ball. Referees will determine possession on close calls in the backcourt. Once possession has been established in the backcourt, the defensive team must release full court pressure. (4<sup>th</sup> grade first 24 minutes, 5<sup>th</sup> & 6<sup>th</sup> grade first half only.) 1<sup>st</sup> offense, is a warning, 2<sup>nd</sup> offense is a technical, 3<sup>rd</sup> offense will result in 3 foul shots and the ball.

9. Bench conduct:

- A. Only members of the team and coaching staff (maximum of three coaches) shall be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
- B. Substitutions must be requested by a member of the coaching staff. Players about to enter the game shall be seated next to the scorer's table and wait for the scorer or referee to signal them into the game.
- C. Coaches, parents and players shall focus their energies on player participation, team play, and sportsmanship. Coaches, parents and players shall not engage in unsportsmanlike conduct, especially towards referees and scorers.
- D. Any coach, player or parent who is ejected from a game may not attend that team's next league game.

10. Responsibilities of coaches and parents:

- A. Any team forfeiting or canceling a game for any reason (other than weather situations) will be penalized by the league. The penalty will be \$50.00.
- B. It is the responsibility of the home team to notify visiting teams of any cancellation due to weather or unforeseen circumstances.
- C. It is our expectation that all coaches and parents will follow the guidelines and intent of our league rules. The playing rules have been established to promote and further the objectives stated therein – *please abide by the rules and please do not try to twist them or use them to get a competitive advantage. Enjoy the season!*

11. Grievance process:

- A. Although protests of games are not permitted, the league recognizes that issues may arise that need to be resolved.
- B. Grievances shall be limited to the following area:
  - 1. Player eligibility.
  - 2. Violation of leagues rules and policies.

3. Unsportsmanlike or other improper conduct.

- C. The first step in the process shall be to contact Scott Ritenauer within 24 hours of the occurrence or discovery of the problem.
- D. If the issue cannot be resolved at that level, the matter will be turned over to the grievance committee. The aggrieved party shall submit a written report of the grievance to the committee members, along with a filing fee of \$30.00. If the grievance is upheld the filing fee will be returned. If the grievance is declined the filing fee will go towards league operating expenses.
- E. The committee shall set up a meeting within one week of the request (sooner if mandated by the circumstances). It shall be held at a convenient site and time for all parties. All three committee members must be present.
- F. The committee shall hear and consider all evidence and witnesses. A written decision shall be delivered to all parties within one week (sooner, if mandated by the circumstances of the case).
- G. The decision of the grievance committee shall be final.

12. Tie-breakers – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> place:

- 1<sup>st</sup> – Head-to-head competition
- 2<sup>nd</sup> – Point differential for each game maximum  
Point differential per game equals 15
- 3<sup>rd</sup> – Least points allowed.

NOTE: Team position will be based on league standings as of the completion of the last weekend of the year and the tiebreakers above will be utilized.