

# Valley Youth Basketball League

## **GENERAL RULES**

1. If no officials show up for game, the game should not be played. If one official is present, game must be played.
2. Any game is a forfeit if a team is not dressed and on the floor within 15 minutes after the scheduled starting time. 24 notice needed to reschedule games
3. All teams must complete their schedule and all games must be played to completion. Any team may concede a game that was suspended due to natural conditions.
4. Each organization is responsible for notifying referee assigner and director of any change in time, date or location of a game. Failure to do so means the organization must pay each official the prevailing game fee amount for one game.
5. Postponed games must be re-scheduled and played within fourteen (14) days of the original scheduled date which shall be a mutual agreement between both coaches. If no mutual agreement is made within fourteen (14) days, home team coach will refer to league director. Home team forfeits game if no notification to the director on the fourteenth (14) day. Original scheduled date shall be considered the first day of the fourteen (14) days
6. All children, in all divisions, in uniform must play.
7. No body piercing, bracelets or jewelry of any kind is allowed on any player. All must be removed. No band-aids or coverings allowed. (As per PIAA Rules).
8. Each organization is responsible for paying one referee at each game.
9. A player cannot play for two different organizations at the same grade level in the same season. A player can play up in a different divisions
10. Each team may have no more than three (3) coaches on the bench during the game. All players must be written in both score books prior to the start of the game. Failure to comply will result in a technical foul on the team.

- Home team is to supply a high quality Indoor game ball. Referee has final decision on game ball.
- The start time of subsequent games is the scheduled start time or ten (10) minutes after the conclusion of the preceding game, whichever is later. You may start earlier if all parties (both teams & refs) are ready and agree to do so.
- 20-minute running clock (**stop clock last 2 minutes of each half**)
  - **OT - 2 minute stopped clock**, 2nd OT sudden death 1st team to score will be declared the winner.
- Halftime of all games is five (5) minutes.
- **Two Full timeouts per half**; 1 extra/OT no carryover.
- Home Team wears white / light colored Jerseys.
- Home Team is responsible for the scoreboard operator and the Official Scorebook.  
**Referee names should be entered in the scorebook**
- 1 and 1 free-throw shot on **7<sup>th</sup> team foul**. Two (2) shots given on the **10<sup>th</sup> team foul**.
- Man-to-man OR Zone defense allowed at all times.
- 5 fouls before disqualification
- Coach receives 1st Technical sits remainder of game, 2<sup>nd</sup> technical disqualified from game and the next 3 games. Player after 2<sup>nd</sup> technical is disqualified for 2 games. Players get 5 fouls before disqualification
- Each team pays referee prior to the start of the game
- To lodge a complaint concerning a referee or coach, please fill out the form on the website "Ref Evaluation"

### 3<sup>rd</sup>/4<sup>th</sup> Grade League

- **Full Court MAN Pressing** allowed only during the last 2 minutes of each half
- OT - 2 minute stopped clock (full court pressing allowed) 2nd OT Sudden death 1st team scores
- No full court pressing or trapping by a team with 10 pts lead!!!
- If a team is up by 20 pts during 2<sup>nd</sup> half clock runs continuously for remainder of game!!!!!!!!!!
- 28.5" ball
- Free Throw- player is allowed to go over line on release of shot as long as he/she is not using this rule to go for a quick rebound

### 5<sup>th</sup>/6<sup>th</sup>-7<sup>th</sup>/8<sup>th</sup> & 9<sup>th</sup>/10<sup>th</sup> Grade League:

- 28.5 size ball for girls
- 28.5 (5/6) 29.5 size ball for boys (7/8 & 9/10)
- If a team is up by 10 pts, no full court pressing or trapping.

- If a team is up by 20 pts during 2<sup>nd</sup> half, clock runs continuously for the remainder of the game.