

AYBA 2011/2012 RULES

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I. Divisions

A. Lower Division

1st/2nd Grade

3rd Grade

4th Grade

5th Grade

B. Upper Division

6th Grade

7th Grade

8th Grade

High School

II. Teams

A. Number of Players

All team rosters will consist of not less than six (6) nor more than eight (8) players. (Summer Leagues may waive this rule.) Where there are not sufficient qualified, prospective coaches (or sufficient coaches approved by the Coaches Selection Committee) for a Division, the Division Director and the League President may agree to allow winter team rosters for that Division to have nine (9) players.

B. Play for only one Team

A player shall be permitted to try out only after the player has submitted a completed application form to the league. After selection of the traveling teams, the remaining teams will be formed under the direction of the Division Directors. No player shall be permitted to play on more than one AYBA league team. A player may not play on both a VCYBC (Ventura County Youth Basketball Conference) travel team and an intramural team. An intramural player who is designated as an alternate player for a travel team has a first and primary obligation to his/her intramural team at all times, including for all games and practices. Any violation shall be brought to the attention of, and handled by, the Division Director.

C. 1st – High School Picked by Draft

All teams in the 1st – High School Divisions in the Winter League must be picked through a draft with all coaches or representatives of all of the coaches present. Any team in the 1st – High School losing a player for any reason after the initial drafting of players and before the start of the sixth game of the season, must notify the Division Director who will assign a player of comparable round draft selection from the waiting list. The waiting list will be closed after the Division's draft. A coach must accept an assigned player of equal round rating and may, but is not obligated to, accept a player rated in a lower round. A higher rated player will not be available for a coach. If a team falls below 5 remaining players, and there are no comparable players to select from on the waiting list, the Division Director, in his/her sole discretion, shall determine an equitable solution. So long as a team has 5 remaining players, there will be no replacement players added to a team once the 6th game has started.

D. Team Requirements

Each team must have a head coach, a sponsor, a parent gym monitor, a designated timekeeper, a designated scorekeeper (summer only), and should have an assistant coach. No uniforms will be distributed by Division Directors until a sponsor check is delivered by a team to the AYBA Director of Sponsorship. The only individuals allowed on the player's bench are the head coach, one assistant coach and the team currently playing. There will be no exceptions to this rule and a technical foul shall be called after a first warning for this infraction. All head coaches and assistant head coaches must be approved by the Division Director and the Coaches Selection Committee. The Division Director has the discretion to remove any coach with the approval of the Coach's Selection Committee, or with the approval of the Coaches Selection Committee to remove or not approve an Assistant Coach. An adult shall be present on the bench in the event an acting coach is under the age of eighteen (18).

E. Mandatory Team Meeting and Code of Conduct

Coaches are required to have a mandatory meeting with parents of team members before league practices begin to cover rules, the AYBA Code of Conduct, and encourage parent participation. It is required that every adult and child participating in the league will abide by the AYBA Code of Conduct. At least one parent (or parent's agent/representative) must, at registration, sign the AYBA Code of Conduct on behalf of the player's entire family.

F. Summer Play

For the Summer Season, players will sign up for play in the same division as they had played in the past Winter Season, same school grade as previous year; however, rules for play for the Summer Season for each division will be those used for the next grade, as applicable, so as to enable the Summer Season to ready the players for next winter season's play.

G. All Coaches must sign a Disclosure Statement

In accordance with the AYBA SafeKids Program, each coach, assistant coach, Board Member and referee must complete and sign a Disclosure Statement. Any coach, assistant coach, referee or Board Member who has not completed and signed a Disclosure Statement may not conduct any AYBA business or activities where players or other kids are present. Additionally, a coach may not participate in a draft for either the winter or summer league without signing a Disclosure Statement.

H. Travel Teams

For more extensive information on Travel Basketball, please see the attached Travel League Guidelines. The AYBA rules shall govern in any conflict with the Travel League Guidelines. All players shall have the opportunity to sign up for a try out for available Travel Teams at the time of winter league sign ups. All players signing up for a Travel Team try out shall be notified of and entitled to participate in a Travel Team try out. The Travel Team shall be selected by the Travel Team Coach. In order to vary the learning and coaching experiences of Travel Team players, a preference shall exist to **select new Travel Team coaches every year** when otherwise qualified applicants are available. **The Travel Team coaches shall be selected by a 2/3 vote of a committee composed of: (1) The Director of Travel (2) The Director of Coaches Selection & Training (3) A League Director named by the League President.** No one shall sit on the committee during any meeting in which the committee deliberates a travel coaching position for which the member is a candidate. If a member is unavailable, the League President shall select a temporary member. Any travel coaching position for which there is more than one candidate must be reviewed by the Selection Committee.

III. League Play

A. Rating Players

The basketball skills of each boy and girl will be rated for purposes of team balance. Players will sign up and teams will then be selected by school grade. No child who is not in the first grade or above as September 1st, prior to the start of the season, will be allowed to participate. All First and Second grade players must present either their Kindergarten or 1st grade report cards from the prior year at the time of registration. Every child must be rated prior to being assigned to a team. Children new to the league in grades 2-12 must show report cards from the prior year at the time of registration and are required to attend a try-out to determine their level of ability.

B. Play

1. Start of League Play

League play shall start at the discretion of the Board. Teams may play practice games prior to the start of league play.

2. Maximum Games per Week

No team will be allowed to play more than three games per week, unless make-up games or tiebreakers for a play-off position are necessary. (Summer Leagues may waive this rule). During the playoffs, no upper-seeded (top half of seed) team shall be required to play on 3 consecutive days.

3. Game Start Times

Game starting time will be as indicated on the league schedule distributed by the Division Director. Any deviation of the originally scheduled times and/or location can only be made by the Division Director.

4. Minimum Players to Start Play

Failure to field a team of at least four (4) players at the scheduled starting time shall result in an automatic forfeit.

5. Scheduling of Postponed Games

Officially postponed games will be played at a later date if scheduling permits. The date will be decided by the Division Director in conjunction with the Director of Scheduling.

6. Trophies

Trophies will be awarded to 1st and 2nd place teams for both the regular league season and the play-offs. If a Division has conferences, only the 1st place teams will receive trophies. If a division in the 4th grade through high school has more than 12 teams, that division may, at the discretion of the division director, have 2 conferences.

7. Adult Timekeeper required and who is the Home Team

For grades 1st thru 3rd it is the responsibility of the home team to supply an ADULT scorekeeper and the visiting team to supply an ADULT Timekeeper. The game shall not proceed unless an adult timekeeper and scorekeeper are present. The home team is the team listed first on the official schedule. The league will supply both a scorekeeper and timekeeper for 4th through High School grades.

8. One Coach Standing rule – Technical Foul

Only one (1) coach at a time per team can be standing during the course of a game, the second coach **MUST** sit in a chair. Exceptions: time-outs, injuries, between quarters and at half time. The standing coach may roam only the length of his/her bench not to exceed 14 feet from their first chair and may not go in front of the scorer's table. **The first violation for a team for the game will result in a warning to the head coach. The second violation will result in the head coach being charged with a technical foul. A subsequent violation will result in a technical foul and ejection from the game and an automatic suspension for the next game.** A technical called pursuant to this rule will not be charged to the team for purposes of forfeiting the game. After a coach receives one technical as a result of coach's conduct, the coach receiving the technical must sit for the balance of the game. There will be a maximum of two (2) coaches on the bench only.

9. Behavior of the Coaches and Talking to the Officials

Coaches are not allowed to communicate (yell, complain, etc.) to officials on any matter while the game is in play. Coaches must take an official "time-out" to discuss any matter (play, call, ruling, etc.) with an official in a quiet, professional manner. (Official time-outs and game breaks are also permissible time for such discussion.) Coaches must control any discussion or comments to officials, from their bench or players' parents, at all times. No one is permitted to discuss any game matters with the officials during time-outs other than coaches. Violations will draw a warning from the officials. Subsequent violations will warrant technical fouls and/or expulsion from the gym. The Division Director or any AYBA Board Member (except when coaching) shall be fully empowered to enforce this paragraph as if he/she were an acting official on the court floor.

10. Mandatory Cordial Handshake

Opposing players and coaches will exchange a cordial, mandatory, congratulatory, handshake after each game.

11. Ejection = Suspension

Any coach or player who is ejected from a game for any reason shall be automatically suspended for a minimum of one game. A coach or player who has been ejected or suspended shall not be in the gym after the ejection or during the suspension period. The Division Director and the Incident Committee shall, as needed, review the circumstances of any ejection/suspension, and within their discretion may impose further penalty on an offender.

12. Three (3) Technical or Flagrant Fouls = Suspension

Technical or flagrant fouls assessed on players or coaches (including assistant coaches) will be cumulative during the course of the season (including playoffs). Third cumulative technical or flagrant is automatic next 2 games suspension. Fourth cumulative technical or flagrant is loss of coaching privileges or playing privileges for balance of season (including playoffs).

13. Summer Rules may be different

The Board of Directors may, in its discretion, choose to utilize additional or different rules for summer play.

14. Lower Baskets

Baskets: The 1st and 2nd grade boys and girls divisions and the third grade girls division shall use the lower 8 foot adaptable baskets for all games. At the discretion of the division director, **3rd grade girls will play the first 5 games at the 8 foot basket height and the last 5 games at the regular 10-foot basket height.**

IV. League Standings

A. Playoffs

1. 1st through 3rd grades / No Playoffs or Standings

1st, 2nd and 3rd grade divisions will not keep standings, nor have playoffs.

2. 4th – High School have playoffs

All fourth grade teams shall make the playoffs. For the 5th – High School grade teams, the number of playoff teams from each division shall be determined by the Director of Facilities based upon the availability of facilities. The decision of the Director of Facilities in this regard shall be final.

B. Tie Breakers

In case of ties for any playoff positions, the following formula will prevail:

1. If two teams tie for first or second, head to head play determines. If head to head cannot determine, a playoff game will be held between the two teams to determine seeding. Two teams tied for any other play-off position, head to head competition prevails. If these same teams played once, the team that won is the higher seed. If these same two teams played twice: if one team won both games, that team is the higher seed. If these same two teams each won one game, a coin flip will determine the higher seed for other than first or second place.

2. Three way ties: head to head competition prevails among the three teams. The team with the best record among the three teams will be highest seed, the second best will be next seed, and the third best will be the next seed. If any ties cannot be broken with that formula, a coin flip will determine for other than first or second place. If four (4) or more tie for a position, the rule will follow the same formula for three (3) teams with the same records.

3. In the case of any dispute arising from this rule section or need for further tie breakers, the Division Director shall have full authority for final resolution of any such dispute or matter.

V. Teams

A. League Assigns Officials

A league representative shall arrange for the assignment of game officials.

B. Game proceeds with one Official

Officials will be provided for all games. No game will be delayed because of the absence or lateness of one official. A game MAY be played with ONE official on the floor.

C. Eligibility to Officiate

All game officials during the winter season must be dressed in a striped black and white official's shirt, black shorts (or black pants) and athletic shoes. No hats. During the summer season, a plain white T-shirt, black shorts or pants, and athletic shoes are acceptable. **To be eligible to officiate, officials (referees and scorekeepers) must be eligible for a work permit and must attend the referee and scorekeeper clinic.** They must also have exhibited good character and knowledge of the game.

D. Game cancelled without and Official

If no officials appear for the game, the game will be re-scheduled.

E. Coaches urged to rate Officials

At the end of a game, coaches are encouraged to advise their Division Director of exemplary or unacceptable referee performance. Division Directors shall notify the Head Referee of applicable matters.

F. Behavior during Timeouts

No persons, including officials, are permitted to play or shoot during the course of the game (including time-outs and quarter breaks) other than the teams scheduled for the game. The Referee must hold the game ball during all time-outs and rest intervals (breaks in play, quarters, halves etc.). Officials should keep courts clear of all spectators and non-participants.

G. Officials shall collect Score Sheets

Officials will collect score sheets of the games and forward them to the Head Referee and advise the Head Referee of any technical or flagrant fouls called during the game.

H. Requesting Matchups

For the 1st/2nd and 3rd grade boys and girls divisions coaches can request a match-up at the beginning of a quarter. The clock will be stopped during match-ups. Game officials will expedite the process. No coaches on the floor for divisions 4th through High School.

I. Officials Authority to stop or cancel games

The referee(s) shall have the unilateral right to stop, cancel or cause a forfeiture of a game if the referee(s) deem it necessary in order to maintain order, to insure the safety of players or others, to penalize a team or individuals for conduct not subject to control by use of penalties or free throws.

VI. Games Rules

A. General rules

The rules regulating play will be the National Federation of State High School Associations Rules with the modifications that follow. Scorekeepers and coaches must have a copy of these AYBA rules at all games.

B. Rests

Rest interval between halves is four (4) minutes; between quarter two (2) minutes.

C. Time Keeping

Time will be kept by a timekeeper on the official time clock or watch. The timekeeper must be an ADULT or a game official, at the official's discretion. The Official Score Sheet must be kept at mid-court at the scorer's table.

D. Time Periods

All Divisions will have four (4) ten (10) minute running quarters.

E. Stopping the Clock

For all divisions the clock will be stopped for time-outs. Players have ten (10) seconds to shoot free throws from the time the ball is at the disposal of the free thrower at the free throw line to them by the officials. EXCEPTION: During the last two (2) minutes of the 4th quarter and any overtime period the clock stops with any whistle (violation or foul), or time out. After a time-out the clock will not be started until the ball is live. Following a time-out, the ball is not live on the free throw line until the free throws are completed and the ball is touched by the rebounder or a player on the inbound. Clock does not stop in last two (2) minutes of 4th quarter if one team has a fifteen (15) or more point lead.

F. Overtime

Overtime periods will be two (2) minutes in length. There will be a maximum of two (2) overtimes (except play-offs). Any second overtime, except playoffs, is played as SUDDEN DEATH with the first team to score winning. A game can end in a tie (except playoffs).

G. Game Start and Possession of the ball

The game will start with a jump ball at center court. Therefore, all tie ups will result in alternating possession. The first possession will go to the team that did not gain possession of the jump ball. A jump ball starts all overtime periods.

H. Calling Timeouts

The coach may call time-outs from the bench. Four (4) thirty-second time-outs per team (in any division) are allowed per game. No more than three (3) time-outs may be used per half. A time-out may be called by the coach or a player when his own team is in possession of the ball, or by either team when there is a dead ball. Each team gets one ADDITIONAL time-out per overtime period. There is no carryover of time-outs from any of the first 4 quarters to any overtime period, and no carryover of time outs from one over time to the next.

I. Minimum and Maximum playing time

Are to be strictly adhered to EXCEPT WHEN A TECHNICAL FOUL IS ASSESSED:

Five (5) Players: All players MUST play the entire game.

Six (6) Players: All players MUST play AT LEAST three full uninterrupted quarters.

Seven (7) Players: All players must play two full quarters while some players may play at the most three (3) full uninterrupted quarters. All players have to sit out AT LEAST one (1) full quarter

Eight (8), Nine (9) or Ten (10) Players: All players must play AT LEAST two (2) full interrupted quarters.

ANY VIOLATION OF THIS RULE WILL RESULT IN A SUSPENSION FROM THE NEXT GAME OF THE HEAD COACH AND THE OPPOSING COACH BEING ALLOWED TO SELECT WHICH PLAYERS FROM THE TEAM THAT VIOLATED THIS RULE TO PLAY.

1. Coach Ejected and Suspended for Violation

If a coach/team violates the 2 full complete-quarter minimum play rule, the head coach will be automatically ejected from the balance of that game and suspended for the team's next 2 games.

2. Injuries and Minimum Playing time

If a player is injured having to leave the game, that quarter will count toward his/her two quarter total. If the player has played only part of one quarter, but cannot return for the balance of the game due to injury, then the player shall receive credit for two periods play. However, the player may return to the game during that quarter, or thereafter, if he/she is able. The injured player may stay in the game without a time-out charged to his/her team. If a coach or parent aides the player on the court, the player must leave the court until the next dead ball (a coach may use a timeout to return the player to the court). There is no playing credit towards the replacement player.

3. Players arriving late

Players arriving late, but before the second quarter begins, must abide by the two quarter minimum play rule. Players arriving after the start of the second quarter, but before the start of the third quarter, must play one full, uninterrupted quarter in the second half. Players arriving after the start of the third quarter are not allowed to play.

4. Fouls and minimum playing time

If a player received a sixth foul prior to having completed two complete quarters of play, that player shall not have fouled out of the game. Each succeeding foul on that player, after the sixth foul, shall be penalized the same as an intentional foul (foul shots for the foul committed (None before seven (7) fouls, one (1) and one (1) for fouls seven (7) through nine (9) or two (2) for ten (10) fouls and over plus two (2) shots for the intentional foul, as applicable.

a. A player who commits a 6th foul, and who has previously met the 2 quarter --minimum play requirement, is out of the game and may not return (including in overtime) as long as the team has one or more eligible players.

b. Player receiving 6th foul during that player's second quarter of play must stay in game and complete that quarter.

c. Player who receives 6th foul in that player's first quarter must complete that quarter and must play the entire subsequent quarter.

d. A player who has fouled out of the game in regulation time may not play in overtime unless #6 below applies to the game.

5. No substitutions in the 1st and 2nd quarters

NO SUBSTITUTIONS ARE PERMITTED DURING THE 1st TWO QUARTERS OF ANY GAME (EXCEPT FOR LEGITIMATE INJURIES). Free substitutions are permitted during the 3rd and 4th quarters of any game.

6. Minimum play rule supersedes all others

The above minimum/maximum play rules supersede all game developments including foul-outs and/or injury. As a result of the minimum/maximum play rules, a team may fall below 5 players as a result of injuries. NO TEAM IS ALLOWED TO fall below five (5) players as a result of a player(s) fouling out. THE opposing coach will select one (OR MORE) of the ineligible players to return to the game. The returning player is subject to the rules governing six (6) or more fouls for the remainder of the game. Once a game has begun a team cannot forfeit due to a shortage of players.

7. Suspension can be carried over to the next season

Any Player, Coach or Parent receiving a double technical foul during the last game of the season will have the automatic one game suspension carried over to the following season. This rule will also include any violation of the Code of Conduct. If the Director of Rules and Enforcement feels that a suspension greater than that afforded in the rules is warranted, then the full suspension will be carried forward to the following season until the suspension is served. All suspensions beyond those outlined in the rules will be reviewed by the Executive Board.

J. Time out ball position and use of the backcourt

The ball will be awarded to the offensive team at the out of bounds location closest to where the ball was when the time-out was called. In the final minute of a game, the no back court defense rule, where applicable, shall be waived. This rule is intended to prevent a coach from calling consecutive or repeated time outs during the final moments of a game in order to run out the clock in the backcourt while invoking the no backcourt defense rule.

a. Once the ball crosses the half-court line, the defense may defend anywhere in the front court (except 1st/2nd grade divisions). If offense has previously crossed half-court, defense may defend anywhere on the court after a time-out is taken by the offense **or after a dead ball and only during the last 2 minutes of the game.**

K. Fouls

1. Technical Fouls

Officials may call technical fouls within the guidelines of the official rules. A technical foul on a parent/spectator will be charged to that team's coach. Penalty for each technical foul shall be two (2) shots from the free-throw line and possession of the ball to the offended team. Use of foul language is automatically a technical foul.

2. Flagrant Fouls

A flagrant foul is any foul where the player or coach charged for the foul has caused, or attempted to cause, harm to another player through his/her actions on the court. Flagrant fouls will be an automatic double Technical Foul with automatic expulsion of the player and/or coach from the game.

3. Intentional Fouls

An intentional foul is any foul where the defensive player is not going for the ball, or there is excessive contact, in the opinion of officials. Penalty for intentional foul shall be two (2) shots from the free throw line and possession of the ball to the offended team.

4. Clock stops for a Technical, Flagrant or Intentional Foul

The clock will stop at any time during the game upon the issuance of a technical foul, flagrant foul or intentional foul and will be restarted when the referee hands the ball to the foul shooter.

5. Fouls carry over to Overtime

Carryover of fouls: Player's individual fouls carryover to all overtime periods. Team fouls from the second half and thereafter carryover to all overtime periods.

6. Cooling off time for Technical Fouls

Any player committing a technical shall be required to sit out of the game for 5 minutes. This cooling off period will count toward the minimum play time. If the quarter ends before the cooling off period, the player must sit the remaining time in the following or next schedule quarter before being allowed to return to play.

L. Forfeiture for Technical Fouls

Three technical fouls other than "press" or "non-unsportsmanlike" technical fouls against a player, team, and/or coach constitutes a forfeit. The official calling a forfeit shall make a full and detailed written report to the Division Director within forty eight (48) hours. A game forfeited in accordance with this rule may not be protested.

M. Defense

1. All upper divisions can play a zone or man to man

Teams in 4th through 12th grade divisions have the option of using either man to man or zone defenses. Teams in the 1st through 3rd grade division can only play man to man defense.

a. There will be NO PRESSING AT ANY TIME for the entire First through Fourth Grade Boys and Girls Divisions. For the 1st & 2nd grade boys & girls division, the defense will be played inside the three (3) point only. Blended division 1st – 3rd will use the 1st & 2nd grade rule. Full court press allowed in the 4th/5th split division only during last 2 minutes of the game and during all overtime(s) if applicable unless a team is 15 or more points in the lead and unless an AYBA team is playing an NJB team which rules will be provided to you from NJB (National Junior Basketball).

b. For the 5th Grade Boys and 4th/5th Girls Division, pressing is allowed in the last two (2) minutes of the 2nd quarter, 4th quarter, and all overtimes. Under no circumstances can a team press or apply backcourt pressure with a fifteen (15) or more point lead. The first violation will be a warning with each further violation being a technical foul. During pressing situations, double teaming is allowed anywhere on the court. 6th Grade through 8th Grade Boys and Girls divisions may press at any time in the game (subject to the fifteen or more point lead provision stated above).

c. Pressing and zone defense is allowed in high school division (boys) at all times, regardless of score differential.

2. Defensive rules in a non Pressing Situation

a. The offense must be allowed to bring the ball into the front court uncontested, allowing both feet and the dribbled ball in the front court. The defense should allow three (3) feet of space to allow this.

b. The offensive team must bring the ball across the mid-court line within ten (10) seconds from in-bounding or gaining possession.

c. If the players forget the "no press" rule and cause a turnover in the back court area, the officials shall warn the offender and the bench and award the ball out of bounds to the offended team. Repeated violations MAY result in a technical foul.

N. Plays

IN THE 1st/2nd, and 3rd GRADE DIVISIONS ONLY, the offensive team in the front court is not permitted to isolate 4 offensive players on one side of the basket and have the 5th player drive to the basket away from the other 4 players. Penalty is loss of possession.

O. Mercy Rules

In the 1st/2nd and 3rd grade divisions only, at any point during the second half of a game when the scoring differential between two teams equals or exceeds twenty points, the score shall be removed from the scoreboard (i.e. set to zero/zero) and the game shall continue until the clock runs out in its normal course. The second time this rule is triggered by the same coach, the coach shall be required to meet with the director of coaches and director of rules and enforcement in order to discuss compliance with league and coaches code of conduct. The director of coaches and the director of rules and enforcement shall have the absolute right to penalize a coach for violation of this rule by any means deemed appropriate, including suspension from coaching.

P. Free Throws

1. No free throws will be taken until the seventh (7th) team foul of each half (except for technical, flagrant, intentional, and shooting fouls). On the tenth (10th) foul of the half, any foul requires a two (2) shot penalty. The 1st/2nd Grade divisions do not shoot free throws.

2. The 3rd and 4th Grade Divisions free throw line is eleven (11) feet from the basket. Officials will spot this line to the best of their ability during the game.

3. The 4th-5th Grade Girls free throw line is Thirteen (13) feet from the basket. Officials will spot this line to the best of their ability during the game.

4. The 5th Grade Boys, 6th, 7th, 8th and High School Divisions free throw line is fifteen (15) feet from the basket (regulation free-throw line). 5th Grade Boys, 6th Grade and 6th-7th grade girls must start behind the free throw line but are permitted to jump over the line as they take their free throw.

5. On a free throw attempt, no player can enter the lane until the ball touches the ring or backboard or until the free throw ends.

Q. Key Violations

1. The 1st/2nd, 3rd, 4th, 5th and Girls 6th/7th Grade Divisions will play with a five (5) second "key" violation.

2. The 6th, 7th, 8th and High School Divisions will play with a three (3) second "key" violation.

R. Three Point Baskets

Three (3) point baskets are permitted for shots only when there are marked lines on the court indicating the three point circle.

S. Mandatory Reporting of game scores

IT IS THE RESPONSIBILITY OF THE WINNING COACH TO TELEPHONE THE DIVISION DIRECTOR AND REPORT THE GAME SCORE WITHIN TWO DAYS OF COMPLETION OF THE GAME. FAILURE TO SO REPORT A WIN MAY, IN THE SOLE DISCRETION OF THE DIVISION DIRECTOR, RESULT IN LOSS OF CREDIT FOR THAT VICTORY.

T. Free throw block rule

Players waiting on the block for a free throw for grades 5 and up will start at the 2nd block.

VII. Selection of Division Directors and Coaches

A. Rules for Selection of Division Directors

The AYBA Board shall elect the Division Directors by secret ballot at the AYBA annual meeting. In the event of any dispute or complaint regarding Division Directors, the AYBA President shall have total authority to resolve the dispute. If the AYBA President is unable to resolve the dispute or satisfy the complaint, then the AYBA President shall bring the matter to the AYBA Board. The Division Director shall not be permitted to serve in a division where their family members are participating.

B. Rules for Selection of Coaches and Assistants

The Division Directors shall be responsible for the recruitment and selection of all Coaches. The director of coaches' selection and training shall review all coaching applicants suggested by Division Directors with respect to prior coaching ratings. A decision by the director of coaching to disqualify a coaching candidate may be appealed by the division director to the Executive Committee. If the Division Director is unable to resolve other disputes, then the Division Director may bring the matter to the AYBA Executive Committee. Coaches shall only coach one team in the League each year. Any exceptions shall only be with the written approval of the affected Division Directors. (Assistant coaches may assist on multiple teams with the approval of the Coaches and Division Directors affected) Coaches and Assistant Coaches must abide by the League's Code of Conduct and must sign the Coach's Pledge. The league reserves the right to limit the number of participants in a division based upon the number of qualified coaches available. No coach or assistant coach shall demand or receive compensation of any kind in return for coaching.

VIII. Draft Rules

The following procedures will be closely adhered to in the Draft. The objective is to form teams which are as equal as possible to ensure the fairest competition for all players. Knowing that every team has been formed fairly will help to make each player's basketball season a positive experience.

A. Winter league only: All players shall be evaluated prior to the Draft, either based on their performance in the prior winter season as determined by the prior coach, or at AYBA league-sponsored tryouts. Division directors may hold make-up tryouts for players unable to attend the league-sponsored tryouts. Players who do not attend AYBA sponsored tryouts or make-up tryouts may be prevented from playing in the winter league at the discretion of the Division Director. Coaches who do not submit an evaluation of all players on their winter team shall not be permitted to coach in the succeeding winter season.

B. Supervised by the Division Director, and using the evaluation information, the coaches of each division shall meet, prior to the draft, to group their players by ability. A specific number of the best players (the specific number of players in each Round shall be equal to the number of teams to be formed in the division) shall comprise "Round 1", the next specific number of best "Round 2" and so on until each player has been placed in a round.

C. All players shall go through a full try out prior to the 1st/2nd and 3rd grade seasons.

D. Each coach shall draft his own team, with one pick during each round. The order of each coach's pick for the first round shall be determined by the drawing of a number, prior to the draft. Each subsequent round, the order of the pick shall be determined by the totaling of each coach's players total points in the ratings, with the lowest total having first pick in that round, the next lowest having second pick, etc., etc. A coach must pick his/her own child in the round that the child appears. Only one coach per team will be permitted to attend the draft.

E. Coaches/teams are not permitted to trade players at any time.

F. Coaches may pick any player in any Round at any time, except the Round that includes their child, where they must pick their child.

G. Prior to the draft, coaches may not form a partnership.

IX. Ball Size

Each division will use the following ball size:

	Boys	Girls
1 st & 2 nd Grade -	27.5	27.5
3 rd Grade -	<u>27.5</u>	<u>27.5</u>
4 th Grade and 4 th / 5 th Grade Split -	28.5	28.5
5 th Grade -	28.5	28.5
6 th Grade -	<u>28.5</u>	28.5
7 th Grade -	29.5	28.5
8 th Grade -	29.5	28.5
High School-	29.5	<u>28.5</u>

X. Reservation of Right to the League

Any and all rights to establish rules of play and conduct for players, coaches and those in attendance are held by the League. Notwithstanding anything to the contrary found herein, nothing stated or implied, shall impair, diminish or modify the absolute right of the AYBA to establish rules of play and conduct for players, coaches and those in attendance at league games. Specifically, the league reserves the right to empower certain of its directors with authority to make permanent, binding and non-reviewable decisions concerning the conduct of players, coaches and those in attendance at league games. A committee composed of the Director of Coaches, the Director of Rules & Enforcement and the Division Director concerned shall have the absolute right to declare a final result regarding disputes and, if they deem it appropriate in their absolute discretion, to suspend a coach, player or individual from attending or participating in league play.

XI. Mandatory Team Sponsors

All teams must have a team sponsor identified and paid in full prior to the issuance of uniforms. In the event that a team sponsor cannot be identified, the then applicable sponsor fee shall be divided among the team parents and shall be paid in full prior to the issuance of uniforms.

XII. Division Directors Responsibilities and Duties

The central core of the management of the AYBA is its Division Directors. Without the continuing efforts of the Division Directors, the AYBA could and would not exist.

Each Division Director is the leader and chief decision maker for his/her age division. In that capacity, it is the responsibility of the Division Directors to enforce the rules of the AYBA to help assure the highest possible standards for play in the League.

Some of the Division Director's responsibilities and duties are mentioned in the AYBA Code of Conduct and Rules issued each year by the AYBA. Division Directors should completely familiarize themselves with the AYBA Code of Conduct and Rules, as they are the primary guide to the AYBA system of play, drafting procedures, and conduct on the court and in the gyms for all participants, including the spectators, and especially the coaches. A Division Director's knowledge of the AYBA Rules is essential for a successful AYBA season.

Division Director Responsibilities include (but are not limited to):

- A.** Handling sign-ups for the Division at Winter League and Summer League.
- B.** Selecting coaches and submitting prospective coaches' and assistant coaches' names to the Director of Coaches and training for approval.
- C.** Conduct a tryout, and makeup tryout if necessary, for unrated players in Division.
- D.** Conducting the Player's Draft and submitting the Team Rosters (including coaching data) and Coach's Pledges and Coach's/Assistant Coach's Disclosure Statement fully completed to the League.
- E.** Coordinating with the Division's Travel Team Coach, if applicable, to ensure that intramural rosters do not include travel team players, and to ensure that all travel team players have signed up to play in AYBA.
- F.** Providing League information materials for all Coaches at the Draft and as the AYBA Season progresses.
- G.** Receiving from each coach in the Division and forwarding same to the League President, the name (and other information) of the Parent Gym Monitor and the Timekeeper(s) for each team in the Division. (Uniforms will not be given to a Division Director until this information has been submitted to the President).
- H.** Maintaining, in conjunction with the Director of Sign-ups, a waiting list of replacement players.
- I.** Coordinating issuance of uniforms and team balls.
- J.** Managing the various schedules involving practices and games (which may change somewhat during the season).
- K.** Keeping records of each game's results and team standings (Winter League only).
- L.** Maintaining a record of cumulative technical's assessed on Coaches, Assistant Coaches and players in accordance with AYBA Rule III.C.12.
- M.** Handling all complaints regarding games and participants for their Division and bringing unresolved issues to the Director of Rules and Enforcement.

N. Responsible for getting feedback from coaches regarding game officials' performance and advising the Head Referee of same.

O. Supervising and requiring the return of all Player Evaluation Forms (given to coaches at mid-season) for return by mail or fax by all teams/coaches to the Division Director. Coaches/Teams who do not submit evaluations will not be allowed to participate in playoffs.

P. Overseeing the Division's playoff schedule and playoff games (Winter League).

Q. Acting as official scorekeeper at the Division's championship game.

R. players' trophies to 1st and 2nd place team during regular season and playoffs (or 1st place teams during regular season if conferences). Does not include 1st/2nd and 3rd grade (no standings or playoff).

S. Attending Board Meetings.

The above is not intended to be an all inclusive list of Division Director Activities, but is provided as a guide to what one can expect in this role. With each Division Director's continuing effort and support, AYBA will continue to be successful.

XIII. NJB and AYBA Rules

1. Once a team has rebounded the ball at the defensive end of the court the team must pass the ball at least one time before the ball crosses the half court line. This rule applies to all inter league games with NJB.
2. For the 4th/5th and 6th/7th grade divisions the defense must wait behind the 3 point line until the ball crosses the half court line, once the ball crosses the half court line defense may be played anywhere in the front court.
3. For 1st – 3rd grade teams Defense is only played within the 3 point line.

Quick NFHS Rules:

Rule - Section - Article - Subsection

Rule 3: Players Substitutes and Equipment.

- 3-3-1-c: Substitution before last free throw, after final attempt converted or when required.
- 3-3-1-e: 3 or more substitutions, defense may request match up.
- 3-3-5: Tuck in shirt.
- 3-3-6: If coach enters court player leaves until next sopped clock or calls a time out.
- 3-4-1-c: Home is white, visiting is color.
- 3-5-1: No equipment or apparel that is dangerous, confusing or inappropriate.

Rule 4

- 4-4-1: If either the ball or the player is in the backcourt, then in the backcourt.
- 4-4-6: The ball and both feet in the front court.
- 4-10: Closely guarded, within six (6) feet
- 4-19-1: Personal Foul.
- 4-19-3: Intentional Foul: Neutralizes an opponents obvious advantage
- 4-19-4: Flagrant Foul: personal or technical foul of a violent or savage displaying unacceptable conduct.
- 4-19-5: Technical Foul: Non player, non contact, intentional or flagrant.
- 4-19-6: Player control Foul: while holding ball or shooting.
- 4-19-7: Team control Foul, Personal or Technical.
- 4-23-1: Defensive illegal extension of arm or leg into offensive player.
- 4-24-2: Legal for defense to contact hand of offense is in contact with ball.

Rule 7

- 7-6-2: Throw in starts when at the disposal of the team.
- 7-6-4: Defense may not reach across the throw in boundary line.

Rule 8

- 8-1-2: The count begins when the ball is at the disposal of the thrower. Five (5) seconds

Rule 9

- 9-7-2: Key violations include the lane boundary