

# CYBL Chelmsford Youth Basketball League



## Playing Guidelines Intramural ("In-Town") Division Last Update: 3 November 2010

**The CYBL Board of Directors has approved these rules to be a supplement to the 2010-2011 High School Rule Book:**

### Changes for 2010-2011 Season:

- The possession arrow will alternate for the entire game not favor the team losing by the specified point amount for the division
- If a player must leave the game for either an injury or because they fouled out their substitute will only be charged for playing the segment if they entered the game before the midway point
- If the Site Manager believes that a player has purposefully removed themselves from a game either by intentionally fouling out, faking an injury or by simply quitting, the Site Manager reserves the right to select the replacement player so that neither team receives an unfair advantage. All other play time guidelines will apply
  - A technical foul may be assessed if the Site Manager feels that action was induced by the coach

### PLAYING TIMES

- Playing Time Guidelines to be followed (see attached).
- Matrix worksheet recommended. NOT mandatory (see attached).
- Game consists of 8 segments
- The segment will end with the sound of the horn and the ball will be put in play to start the next segment with the alternating possession arrow
  - The game will begin with a jump ball
- Cadet Boys & Girls – eight 3-minute segments, all stop time
- Junior Boys & Girls – eight 3.5-minute segments, all stop time
- No substitutions for players in foul trouble
- Substitutions for players with health problems only (e.g. open cuts, asthma, ankle sprain) or if a player fouls out or is otherwise disqualified

### RULES

- 4 timeouts per game, 1 extra for each overtime (timeouts do carry over)
- Each overtime period is 2 minutes stop time. Teams will shoot at the same goal they ended the game shooting at
- There is no timeout permitted between segments or periods in the Junior and High School divisions (coaches may call a timeout if needed)
  - A two to three minute half time will be allowed if time permits, this is not to be used for shooting (Site Manager's judgment)
- Player will be disqualified on 5<sup>th</sup> foul
- Shooting Free Throws
  - Cadet Division – 1 and 1 on 7<sup>th</sup> foul (no double bonus)
    - Boys - will be permitted to go over foul line on follow thru, but will start from behind the line
    - Girls – will be permitted to do same or shoot from the first lane mark in front of the free throw line, but not continue over that line until the ball hits the rim
  - Junior & High School Division – 1 and 1 on 10<sup>th</sup> foul (no double bonus)
- Pressing will not be allowed when leads of the following are reached: (technical fouls to be assessed after first warning)
  - Cadets – 10 points or more (live or dead ball-see below)
    - No press on any out of bounds play in the backcourt (dead ball) except for the last 2 minutes of each half
      - The ball is "dead" after a made basket and when the clock is stopped
    - Pressing is allowed on any live ball (except if lead of 10 or more pts)

- Juniors – 10 points or more
- High School – 15 points or more
- 3 point baskets are counted in Junior and High School divisions only
- Coaches must remain in "Coaches Box" area (bordered by the foul lane lines of the perpendicular baskets on the court). After a 1<sup>st</sup> warning, a technical foul may be assessed
- Bench coaches, during games, are limited to only 2 people
- There is no longer a rule regarding zone defense. It is allowed, however man to man is suggested

#### **TECHNICAL FOULS**

- 2 cumulative technical fouls (unsportsmanlike) by a player or coach in 1 season will result in an automatic suspension for 1 game. If occurring during a game the player or coach will be removed immediately. A coach will be told to leave the building. A player will be guided by the site director as to where to go. The suspension will be served in the following game. There is NO appeal.
- 3 cumulative technical fouls (unsportsmanlike) by a player or coach during the season will result in the player or coach being suspended immediately and for the remainder of the season unless there is an appeal.
- 3 cumulative technical fouls (unsportsmanlike) by a team in 1 game will result in the game being forfeited.
- Site Managers are permitted to give technical fouls from the table.
- A player or coach who is removed from a game for fighting, pushing or other physical contact will be subject to a two game suspension.
- Coaches are responsible to fill in score sheets in numerical order, prior to the start of the game or be subject to a team technical foul (administrative).
  - Adding additional players or making changes to the score sheets following the start of the game is a technical foul.

#### **APPEALS SUBCOMMITTEE**

An appeals subcommittee is available to oversee the entire program should problems arise. Members of the committee include the President (or designee), the Commissioner, the appropriate Division Director, the Director of Officials, a Director-At-Large as appointed by the President, or by the Commissioner in the absence of the President. This committee will hear cases involving the parties involved. All appeals will be heard at the earliest possible opportunity within one week of the submission of the appeal. Decision will be on majority basis with the President voting to break ties.

If a player or coach is removed from a game by an official, he/she will be suspended for the following game. A player, if suspended, must serve same by attending that game and sitting on the bench, NOT in uniform. A coach, if suspended, will NOT be allowed to attend that game. The assistant coach will coach that game. If the assistant coach is not available, the Division Director must be notified and a CYBL board member will cover the game. A player or coach has the right of appeal after the 3<sup>rd</sup> cumulative technical foul. If he/she chooses that route the Division Director or a CYBL Board Member must be notified within 24 hours and a brief written or verbal description of the incident must be received by the Division Director or a CYBL Board Member within 48 hours. The case will be heard as soon as possible. A player or coach may not participate until a decision is rendered. He/she will not play or coach until he/she appears before the committee. The decision reached will be final with NO further appeal.

A coach may sit a player down for disciplinary reasons or inappropriate behavior at any time during a game in order to settle the player down. The opposing coach and the scorer's table should be notified. The player may return for his/her next scheduled segment.

## **PLAYING TIME GUIDELINES 2010-2011**

The intent of the Playing Time Guidelines is to assure that all players are played fairly and equitably. The intent of the technical fouls assessed is to penalize those coaches who may abuse the premise of these guidelines. If a question arises as to the interpretation of the following guidelines, the Site Manager in charge of the game will render a decision that is consistent with the intent and spirit of the program. (I.e. violation of the (3) consecutive segment rule v. minimum/maximum number of segments rule)

1. All players present at the start of the game must play a minimum of 4 segments and a maximum as designated on the CYBL Score Sheet (see attached)
2. No player can play more than 3 consecutive segments
  - a. Exception: Team with 5 or 6 players
3. Substitutions can only be made at the start of each segment, unless there is an injury or unusual circumstance
4. **Injury or Foul Out Substitutions:**
  - If a player is injured or fouls out, that player will be charged with playing that segment if they have played more than half of the segment. The new player will only be charged with playing the segment if they enter the game before the mid way point
  - If the Site Manager believes that a player has purposefully removed themselves from a game either by intentionally fouling out, faking an injury or by simply quitting, the Site Manager reserves the right to select the replacement player so that neither team receives an unfair advantage. All other play time guidelines will apply
5. **Late Arriving Players:**
  - If a player arrives after the start of the game, but before the 4th segment, that player must play a minimum of 3 segments
  - If a player arrives after the start of the 4th segment but before the half, that player must play a minimum of 2 segments
  - If a player arrives after the start of the 5th segment but before the 4<sup>th</sup> quarter, that player must play a minimum of 1 segment
6. **Violation of the 3 Consecutive Segment Rule:**

A technical foul will be charged to the coach (administrative) and 2 shots will be awarded plus possession of the ball. If a player is put in a 4<sup>th</sup> segment and the technical foul is called, that player is removed from the game at that point. The illegal player is charged for playing that segment and must also sit out the next segment

NOTE: A 2<sup>nd</sup> violation of this rule in the same game or any subsequent game will also result in a 1 game suspension of the coach for the next scheduled game unless there is an appeal
7. **Overtime:**

A coach may choose to start any 5 players in the first overtime session. In subsequent sessions, a coach must insert all players that were previously on the bench. A violation of this rule will result in a technical foul and time being stopped to adjust the lineup accordingly. Point #2 above is in force during the overtime session