

Buffalo Valley Youth Association

Basketball Bylaws & Rules

Revised 11/18/09

Policies and Procedures

A. Authority:

The BVYA Basketball Program is conducted by the authority of the Board of Directors of the Buffalo Valley Youth Association (BVYA) Schertz, Texas.

B. Purpose

The purpose of BVYA Basketball is to promote the highest ideals of sportsmanship, fellowship, athleticism, and fair play providing recreation, fun, and cooperation through voluntary participation. In no manner is this program intended to hinder school athletic programs, but rather, it is intended to give all eligible individuals the opportunity to participate in the tradition of basketball.

C. Administration

1. The Basketball Commissioner shall have the responsibility for the administration and conduct of the BVYA Basketball Program within these Bylaws and Rules.
2. Individual league directors may be appointed by the Commissioner for each grade division, and shall have the responsibility for assisting the Commissioner in the direction of their division.
3. No Individual will be considered for the Basketball Commissioner or directors positions unless they meet the following criteria:
 - a. No prior disciplinary issues in any BVYA sport
 - b. Pass a league background check

D. Eligibility Players

1. Boys and girls, grades Pre-K through 12, are eligible to play in the basketball program. All grade divisions are formed by grade. Participants must be in the appropriate grade. Players are not allowed to play down, but will be allowed to play up a division, see (D.4.a.b.c)
2. BVYA basketball grade divisions will be defined as follows:

| | |
|--------------------|--|
| Lil-Tykes | Pre-K and K - COED - must be 4 yrs old prior to 11/1 |
| Peewee | Grades 1 & 2 - COED |
| Midget | Grades 3 & 4- COED |
| Midget Girls | Grades 3 & 4- Girls only |
| Intermediate | Grades 5 & 6- COED |
| Intermediate Girls | Grades 5 & 6- Girls only |
| Junior | Grades 7 & 8- COED |
| Junior Girls | Grades 7 & 8- Girls only |
| Senior | Grades 9 – 12 - Boys, Girls or COED * |

 - For High School division, a player must still be attending high school (cannot have graduated) and cannot be older than 19 years of age by 9/1 of the current school year.
3. A player can play on only one BVYA Basketball team per season
4. Player is allowed to play up to the next division under the following guidelines
 - a. Parent MUST be the Head Coach of the team
 - b. Player MUST have played one year in lower division or have Commissioner approval to move up
 - c. NO player is allowed to skip an entire grade division

E. Team and League Organization

1. ALL players must register individually by the registration deadline.
2. Each team is allowed a Head Coach and one (1) Assistant Coach. They must be adult, 18 years of age or older. Both coaches must participate in 50% of all games.
3. Player coaches are not allowed. HOWEVER, older players can help at practices.
4. The BVYA Board reserves the right to merge girls and boys into COED team if enrollment numbers do not justify girl's only teams

F. Coaches

1. A person may be denied coaching privileges for a past violation of BVYA Code of Ethics or BVYA Code of Conduct
2. The Executive Board of BVYA shall be the judge of fact in all questions regarding eligibility
3. Eligibility for adult coaches in the BVYA Basketball program is as follows:
 - a. Must register by completing & signing the Official Coaches Application and Code of Conduct Statement.
 - b. These two documents must be completed prior to practicing with a team and will be kept on file at the BVYA office.
 - c. Must complete and pass league required criminal background check
 - d. Must demonstrate basic knowledge of basketball rules.
4. Assignment of coaches shall be as per the coaches selection policy as approved by the Executive Board of BVYA and at the discretion of the Basketball Commissioner using the following Order of Priority:
 - a. 1st choice is a HEAD Coach returning from the previous BVYA basketball season
 - b. 2nd Choice Head Coach from the previous BVYA season moving up or down into the division
 - c. 3rd Choice Head Coach coaching two kids in separate divisions
 - d. 3rd choice New applicants
 - e. 4th Applicant who does NOT have a child playing, just wanting to coach
 - f. 5th Volunteer coaches recruited from the membership because of team counts and lack of coaches.
5. Definitions:
 - a. **Head Coach** shall be responsible for the training, direction, and supervision of the team at any time the team is practicing or traveling as a unit. The Head Coach shall direct the team on the field of play and shall be responsible for the conduct of the players, coaching staff, and parents of his/her team. The Head Coach shall be responsible for all equipment issued to the team. The Head Coach shall be responsible for his / her team's conformance with all BVYA policies and rules. Head Coach shall be of legal age (18 years old) in the State of Texas at the beginning of the season.
 - b. **Assistant Coach** shall assist the Head Coach with his / her responsibilities. In the event the Head Coach is unable to be present or fulfill their responsibilities the Assistant Coach will be responsible for the team. All assistant coaches shall be of legal age (18 years old) in the State of Texas at the beginning of the season.

G. Team Drafts

1. ALL teams are formed using a Blind draft system. At the discretion of the Commissioner, drafts may be conducted either electronically from the League registration software or a poker chip / index card method with coaches present.
2. Blind drafts are done prior to the coach's meetings to expedite the meetings.
3. No player may be added to any team AFTER the drafts are conducted without the approval of the Basketball Commissioner.
4. No player may be added to any team after that team has played 50% of the regularly scheduled games.
5. The league waiting list, maintained by the office administrator, will be used to add players to any team in event of player drops or injuries. This waiting list is to be used in order and late registering players will not be given preference over players already on the waiting list.
6. Any request from a player or parent that a specific coach NOT be allowed to coach their player must be submitted at time of registration or the commissioner must be notified PRIOR to any player drafts. Requests after initial coach's meetings and issuance of rosters will not be allowed.

H. Protected Player Policy

Brief: In order for coaches and players to develop some continuity from season to season, BVYA has adopted a limited player protection policy. The intent of this is not to allow teams to stack up but allow a core group of players to remain and work together season to season. Ultimately it is the goal of BVYA to establish as much parity among teams as possible.

- A. Each NEW team in the league is allowed to protect up to TWO players before the draft is conducted, each being the child of the HEAD COACH and ASSISTANT COACH. If the Head Coach has more than one child eligible for the team, they cannot protect a third player of an assistant coach without the approval of the Commissioner.
- B. Returning Head Coaches cannot protect more than four (4) players year to year, to include any coach's children
- C. The MAXIMUM number of players that a team can start with prior to any draft is four (4).
- D. ONLY Head Coaches have protection rights. Assistants have none, regardless of returning status of Head Coach
- E. ALL potential protected players must be designated prior to drafts and coach's meetings. Once the meetings start, ALL protection rights are forfeited.
- F. ONLY players registered PRIOR to coach's meetings are eligible to be protected. There will be no last minute registrations or add-ons at coach's meetings to protect a player. IF a player is not registered for any reason prior to the date of the coach's meeting, that PLAYER (s) go back into the player pool to be drafted and will NOT be protected.
- G. If Returning Head Coach pairs with NEW assistant coach, that TEAM loses TWO (2) protected players.
- H. Returning Head Coach has younger player play up with older sibling, TEAM loses ONE protected player.
- I. Returning Head Coach can elect to NOT protect any players and start over
- J. Protected rights move league to league UP, but only eligible players are eligible
- K. JUNIOR TO SENIOR AND SENIOR leagues are allowed to protect THREE (3) MAXIMUM players. This applies to a Junior Coach moving UP or a Returning Senior coach. This is because senior division is a four (4) year division.

I. Uniforms and Equipment

1. All BVYA players must wear BVYA furnished jerseys or t-shirts.
2. Players will furnish their own shorts with NO POCKETS allowed, color to be determined by the Head Coach
3. Under shirts are allowed, but must be the same color. All players are NOT required to wear them, but if more than one does, they must be the same color.
4. The HOME TEAM will wear the lighter side of the reversible jersey. The Visitor shall wear the darker color. In the lower divisions where T-shirts are furnished, if in the opinion of the referee the two team's colors are too close and will cause confusion, the VISITOR will wear the gold mesh practice vests over their T-shirts.
5. BVYA will furnish each team four- (4) practice basketballs and a mesh bag to carry them.
6. Game Basketballs will be furnished at the gyms along with official scorebooks
7. No outside basketballs are allowed at GAME GYMS. Coaches are allowed to bring basketballs to warm up with.
8. All players must wear gym appropriate shoes for basketball that are non-marking.
9. Officials will not let any player participate with jewelry, including earrings. Participation with Band-Aids over recently pierced ears is allowed at the players risk.
10. Players cannot wear anything "hard" like plastics or metals in their hair (beads, berets, etc)
11. Players are encouraged to wear eyeglass retaining straps
12. Basketball shorts will be worn appropriately and will NOT HAVE POCKETS. Shorts with pockets sewn closed are allowed, and in event player shows with shorts with pockets, they will be changed or taped closed.
13. Warm-up pants will not be worn during games without approval of commissioner
14. Lil-tykes and Peewee Division will use a Rookie basketball 25.0" (Rookie CB-5 typical)
15. Midget Boys and girls Division will use a Junior basketball 27.5"
16. Intermediate Boys-Junior Boys-Senior Boys will use a standard basketball 29.5"
17. Intermediate – junior-Senior girls will use a Intermediate basketball 28.5"

J. Practices and Games

1. No player or assistant coach may participate in any team meetings, workouts, or games until he or she is officially assigned to the team and has completed his/her players/coaches registration paperwork.
2. Parent Volunteers are allowed to help at team practices.
3. In event either member of coaching staff is either late or unable to attend a practice or game, a designated parent may stand in for the coaches on a temporary basis.
4. ALL PRACTICES ARE SCHEDULED by the Commissioner. No unauthorized practices are allowed
5. Coaches or assistants will be responsible for the school gym and property at practice. Coaches and parents are expected to clean up the gym after their practices including sweeping the floor.
6. Each Head Coach should provide a team "monitor" during practice to observe the behavior of those not in active participation with the coach (sideline or bathroom activity). This is to monitor siblings and other family members who are not a part of the team.
7. To ensure the protection of SCUCISD property, BVYA recommends that practices be limited to team players. Coaches have the authority to as non-participants to leave the gym if they are not behaving or interfering with practices.
8. Coaches MUST remain at practice/game site until all players have been picked up by their appropriate parent/guardian.
9. NO COOLERS OR ICE CHESTS are allowed inside the GYMS effective 2009 season.
10. At junior high gyms, ONLY WATER is allowed on the courtside for players.
11. Food is allowed, but it is the PARENTS responsibility to clean up any spills. If this is not done, then ALL FOOD AND DRINK will be prohibited from the gyms
12. No 'wandering' around schools or school property. Spectators, players, siblings are required to stay in the gym.

K. Conduct Code

1. Coaches and fans must remember that the purpose of the BVYA Basketball program is to develop basketball skills, teamwork, achievement and good sportsmanship among participants. Winning is secondary to these objectives.
2. All coaches must demonstrate good sportsmanship and fair play at all times to fans, officials, and players.
3. Players, coaches, parents, officials and participants are subject to the following conduct code:
 - a. No profanity will be allowed. First offense is a technical foul.
 - b. No acts of violence of ANY KIND. ANY offense will in termination of league activities and forfeiture of all fees.
 - c. No threats or aggressive behavior against another player, coach, referee, or BVYA official
 - d. Poor or questionable sportsmanship
 - e. Behavior that is not in the best interest of BVYA youth participants.
4. Coaches are responsible for the actions of their team's fan. It is mandatory that all coaches have a team meeting with all parents to explain the Rules and By-Laws that the team will be playing by. Coaches must explain to their parents and players that any negative actions they take before, during or after the game in relation to officials, coaches, players, and spectators will have a negative impact on the game and potentially result in game penalties against their team.
5. It is school policy and city ordinance that NO ALCOHOLIC beverages will be taken on or allowed on school property where any sports activity is taking place. NO SMOKING is allowed on school district property including parking lots or any area outside the building.
6. NO Concealed handguns are allowed on any school property
7. ALL players and coaches will line up and shake hands at the conclusion of the game. Failure to do this is considered a violation of code of conduct and can result in disciplinary action.

L. Final Regular Season Standings and Awards

1. The following criteria will be used, in order listed, to determine the final season standings.
2. Win-Loss percentage
3. Head to Head competition
4. Average points Against for the regular season
 - a. When determining "average points against", games decided by forfeits will not be counted in the average
 - b. Under NO circumstances will total points FOR be used as a tiebreaker
 - c. The following will be used for distributing awards in the following leagues at the end of the season.
5. Lil-Tykes will receive participation awards
6. Peewee (grades 1 & 2) will receive either league placement trophies or participation awards but not both
7. Midget (Grades 3 & 4) will receive either league placement trophies or participation awards but not both
8. Intermediate (Grades 5 & 6) will receive league placement trophies.
9. Junior Grades (7th & 8th) will receive league placement trophies.
10. Senior Grades (9th thru 12th) will receive league placement trophies.
11. For Grades 1-6, awards will be given by the following scenarios:
 - a. Leagues with 5-8 teams, two teams will receive trophies for 1st and 2nd
 - b. Leagues with 9 or more teams, three teams will receive trophies for 1st, 2nd, and 3rd places
12. Only three teams per each applicable league are eligible for league placement trophies
13. In event that teams are tied after the first three tiebreaker criteria are applied, those teams will each receive the SAME trophy for applicable top three finish. This will result in some Top three finishers not being awarded a placement trophy. For example, if three teams tie for 1st place, they EACH receive 1st place trophies with NO teams awarded 2nd or 3rd place trophies.
14. Trophies will be awarded for League placement awards, but participation awards may be either medals or trophies, decided by the Commissioner and League Director for that age group.

GENERAL RULES FOR ALL LEAGUES AND DIVISIONS

A. Game Times

1. Games will start at the listed time OR five minutes after the end of the preceding game, whichever is later. The wall clock in the gym where the game is to be played will be used as the official game clock in regards to game time. If no wall clock is present in the game gym, then the watch of the senior game official will be used to determine game times.
2. Game FORFEIT time is five (5) minutes after the listed game start time or (5) minutes after the end of the preceding game if later than the listed game time. These games will be played in their entirety. Games can start with four players.

B. Point Spread Rules

1. If one team is ahead by twenty-five points or more AT THE HALF, the losing coach has the option to request a running clock at the start of the 3rd quarter, stopping only for time outs, free throws, and official discretion. In addition, the losing coach may also request that the score no longer be tracked on the scoreboard, ONLY in the official scorebook. The time clock will be used to track game time and score will be changed to ZERO for both teams. Initial defense pressure is not allowed until the ball passes an imaginary line at the top of the three (3) point line. In event there is no three point indicating line, 6ft from the center court will be the rule. Once the coach exercises this option, it will not be changed regardless of the score differential. **THIS RULE APPLIES ONLY IF A TEAM IS LOSING BY 25 POINTS AT THE HALF.**
2. In the final two minutes of the fourth quarter ONLY, if a team is ahead by twenty (20) points, the clock shall run continuously and stop ONLY for time outs or official discretion. Once the running clock takes effect, it will run continuously to the end of the game regardless of score.

C. Defensive Rules

1. Defensive will be at the discretion of the coaches.
2. Some restrictions apply and are listed under the respective league or division "specific rules"

D. Three point shots

1. The three point shot will be applicable to all play for all leagues where the three-point arc is indicated on the gym floor.

BVYA Lil-Tykes
Pre-K & K grades
Basketball

Rules of play

Lil-Tykes Basketball is intended to be an instructional entry level for younger players. NO SCORE OR STANDINGS are kept for this division.

- Minimum number of players to start a game is four (4), but must be played 4 on 4, or 5 on 5
 - If game starts with 4 on 4 and 5th player arrives, then play will be stopped and 5th players inserted into lineups
- Rookie Ball CB2 (25.0") shall be used
- Goal shall be set at 8'6" either by lowering rims or using reduced height goals
- Game length is 4 quarters six (6) minutes long each
 - Break between quarters is one (1) minute
 - Break at HALF is three (3) minutes
- Clock shall run continuously except for time outs or official's discretion
- Participation Rule is as follows
 - Each player shall play ½ of each quarter.
 - Substitutes are put in game at 3 minute mark of each quarter
 - No other substitutions are allowed unless for injury
 - Less than six (6) players a team may free substitute during game as per standard rules
- One coach from each team is allowed on the court to help the players
- No full court defense. When ball changes possession, defense must drop back to half court and allow ball handler to bring ball down court. Ball handler must be allowed approximately 6ft beyond centerline before defense engages. Violation: warning, then technical foul shots.
- Game starts with a side out to visitor team first.
- Two time outs per half
- Any defense is allowed, but NO double-teaming outside lane.
- Players are allowed six (6) fouls before fouling out
- There will not be bonus or one and one foul shooting in Lil-Tykes
- No three-second violation will be enforced.
- Free throws will be from 8ft from the basket and player is allowed to land over line when shooting
- All games are played full court using volleyball sidelines as out of bounds
- Home team shall keep the scorebook for participation purposes
- Visitor team shall run the clock
- League uniforms must be worn in games. In event a player shows without uniform shirt, they will be allowed to play with a t-shirt and be designated player zero (0)
- NO POCKETS are allowed. If shorts have pockets, they will be taped before playing
- No Jewelry: religious and Medical alert medals are not considered jewelry but must be worn either under the uniform (religious) or taped (medical). Ear rings must either be removed or have a band aide placed over them
- Players are to wear non-scuff shoes
- ALL teams are required to clean up gym and trash after their games.

BVYA Peewee
Grades 1 & 2
Basketball

Rules of play

Peewee Basketball is intended to be an entry level for younger players in the 1st and 2nds grades. SCORE & STANDINGS are kept for this division but the emphasis should be on instruction more than win-loss records.

- Minimum number of players to start a game is four (4), but must be played 4 on 4, or 5 on 5
 - If game starts with 4 on 4 and 5th player arrives, then play will be stopped and 5th players inserted into lineups
- GRACE PERIOD for 4 players is five (5) minutes and applies to the FIRST GAME OF THE DAY only
- Rookie Ball CB2 (25.0") shall be used
- Goal shall be set at 8'6" either by lowering rims or using reduced height goals
- Game length is 4 quarters six (6) minutes long each
 - Break between quarters is one (1) minute
 - Break at HALF is three (3) minutes
- Clock shall run continuously except for time outs
- Participation Rule is as follows
 - Each player WILL play ½ of the 1st, 2nd, and 3rd quarters minimum
 - Substitutes are put in game at 3 minute mark of the 1st, 2nd & 3rd quarters
 - Teams are allowed free substitution in the fourth quarter only
 - Subs must play their ½ of quarter, but starters can be subbed for starters per regular sub rules
 - Less than six (6) players a team may free substitute during game as per standard rules
- No full court defense. When ball changes possession, defense must drop back to half court and allow ball handler to bring ball down court. Ball handler must be allowed approximately 6ft beyond centerline before defense engages. Violation: warning, then technical foul shots.
- Game starts with a side out to visitor team first.
- Two time outs per half
- Any defense is allowed, but NO double-teaming outside lane.
- Players are allowed five (5) fouls before fouling out
- There is no one and one penalty foul shots in Peewee division
- No three-second violation will be enforced.
- Free throws will be two feet closer to the basket
- All games are played full court regulation sidelines as out of bounds
- Home team shall keep the scorebook
- Visitor team shall run the clock
- League uniforms must be worn in games. In event a player shows without uniform shirt, they will be allowed to play with a t-shirt and be designated player zero (0)
- NO POCKETS are allowed. If shorts have pockets, they will be taped before playing
- No Jewelry: religious and Medical alert medals are not considered jewelry but must be worn either under the uniform (religious) or taped (medical). Ear rings must either be removed or have a band aide placed over them
- Players are to wear non-scuff shoes
- ALL teams are required to clean up gym and trash after their games.
- **OVERTIMES:**
 - **Games do NOT end in a tie.**
 - First overtime is three (3) minutes
 - Second overtime (if necessary) is two minutes
 - Third overtime (SUDDEN DEATH) is whoever scores first
 - Possession is determined side out coin toss
 - Two time outs are allowed for each overtime but do NOT carry over from regular time or overtimes

BVYA Midget (Grades 3 & 4)

Basketball

Rules of play

Midget Boys basketball is a competitive level for typically grades 3-4 players. While intended to be for boys only, girls are given the option to play with the boys if they choose OR if BVYA consolidates girls / boys.

- **Minimum number of players** to start a game is **four (4), but** must be played **4 on 4, or 5 on 5**
 - If game starts with 4 on 4 and 5th player arrives, then play will be stopped and 5th players inserted into lineups
- **GRACE PERIOD** for 4 players is **five (5) minutes** and applies to the **FIRST GAME OF THE DAY** only
- Junior Ball (27.5") shall be used
- Goal shall be regulation 10ft height
- **Game length** is **4 quarters six (6) minutes** long each
 - Break between quarters is one (1) minute
 - Break at HALF is three (3) minutes
- **Clock will be run continuously** except it will be stopped when shooting fouls and time outs
 - In the final two minutes of the fourth quarter, the clock will stop at each whistle UNLESS either team is ahead by 20 points or more at the start of that two minutes, in which case the clock will not stop for any reason other than time out called regardless of score after that point.
 - **Point spread** rule see general conditions for all leagues
- **Participation Rule** is as follows
 - Each player WILL play ½ of the 1st, 2nd, and 3rd quarters minimum
 - Substitutes are put in game at 3 minute mark of the 1st, 2nd & 3rd quarters
 - Teams are allowed free substitution in the fourth quarter only
 - Subs must play their ½ of quarter, but starters can be subbed for starters per regular sub rules
 - Less than six (6) players a team may free substitute during game as per standard rules
- **No full court defense.** When ball changes possession, defense must drop back to half court and allow ball handler to bring ball down court. Ball handler must be allowed approximately 6ft beyond centerline before defense engages. Violation: warning, then technical foul shots.
- Fast Break offense while allowed; the defense is still half court.
- Game starts with a side out to visitor team first.
- Two time outs per half
- Any defense is allowed, but NO double-teaming outside lane.
- Players are allowed **five (5) fouls** before fouling out
- Three-second violation will be enforced when two (2) officials are on hand.
- **Free throws** will be **two feet closer** to the basket
- All games are played full court regulation sidelines as out of bounds
- Home team shall keep the scorebook
- Visitor team shall run the clock
- League uniforms must be worn in games. In event a player shows without uniform shirt, they will be allowed to play with a t-shirt and be designated player zero (0)
- NO POCKETS are allowed. If shorts have pockets, they will be taped before playing
- No Jewelry: religious and Medical alert medals are not considered jewelry but must be worn either under the uniform (religious) or taped (medical). Ear rings must either be removed or have a band aide placed over them
- Players are to wear non-scuff shoes
- ALL teams are required to clean up gym and trash after their games.
- **OVERTIMES:**
 - **Games do NOT end in a tie.**
 - First overtime is three (3) minutes
 - Second overtime (if necessary) is two minutes
 - Third overtime (SUDDEN DEATH) is whoever scores first
 - Possession is determined side out coin toss
 - Two time outs are allowed for each overtime but do NOT carry over from regular time or overtimes

BVYA Midget GIRLS (Grades 3 & 4)

Basketball

Rules of play

Midget Boys basketball is a competitive level for typically grades 3-4 players. While intended to be for boys only, girls are given the option to play with the boys if they choose OR if BVYA consolidates girls / boys.

- **Minimum number of players** to start a game is **four (4), but** must be played **4 on 4, or 5 on 5**
 - If game starts with 4 on 4 and 5th player arrives, then play will be stopped and 5th players inserted into lineups
- **GRACE PERIOD** for 4 players is **five (5) minutes** and applies to the **FIRST GAME OF THE DAY** only
- Junior Ball (27.5") shall be used
- Goal shall be regulation 10ft height
- **Game length** is **4 quarters six (6) minutes** long each
 - Break between quarters is one (1) minute
 - Break at HALF is three (3) minutes
- **Clock will be run continuously** except it will be stopped when shooting fouls and time outs
 - In the final two minutes of the fourth quarter, the clock will stop at each whistle UNLESS either team is ahead by 20 points or more at the start of that two minutes, in which case the clock will not stop for any reason other than time out called regardless of score after that point.
 - **Point spread** rule see general conditions for all leagues
- **Participation Rule** is as follows
 - Each player WILL play ½ of the 1st, 2nd, and 3rd quarters minimum
 - Substitutes are put in game at 3 minute mark of the 1st, 2nd & 3rd quarters
 - Teams are allowed free substitution in the fourth quarter only
 - Subs must play their ½ of quarter, but starters can be subbed for starters per regular sub rules
 - Less than six (6) players a team may free substitute during game as per standard rules
- **No full court defense.** When ball changes possession, defense must drop back to half court and allow ball handler to bring ball down court. Ball handler must be allowed approximately 6ft beyond centerline before defense engages. Violation: warning, then technical foul shots.
- Fast Break offense while allowed; the defense is still half court.
- Game starts with a side out to visitor team first.
- Two time outs per half
- Any defense is allowed, but NO double-teaming outside lane.
- Players are allowed **five (5) fouls** before fouling out
- Three-second violation will be enforced when two (2) officials are on hand.
- **Free throws** will be **two feet closer** to the basket
- All games are played full court regulation sidelines as out of bounds
- Home team shall keep the scorebook
- Visitor team shall run the clock
- League uniforms must be worn in games. In event a player shows without uniform shirt, they will be allowed to play with a t-shirt and be designated player zero (0)
- NO POCKETS are allowed. If shorts have pockets, they will be taped before playing
- No Jewelry: religious and Medical alert medals are not considered jewelry but must be worn either under the uniform (religious) or taped (medical). Ear rings must either be removed or have a band aide placed over them
- Players are to wear non-scuff shoes
- ALL teams are required to clean up gym and trash after their games.
- **OVERTIMES:**
 - **Games do NOT end in a tie.**
 - First overtime is three (3) minutes
 - Second overtime (if necessary) is two minutes
 - Third overtime (SUDDEN DEATH) is whoever scores first
 - Possession is determined side out coin toss
 - Two time outs are allowed for each overtime but do NOT carry over from regular time or overtimes

BVYA Intermediate GIRLS – Junior – Senior Basketball

Rules of play

- **Minimum number of players** to start a game is **four (4)**, but must be played **4 on 4, or 5 on 5**
 - If game starts with 4 on 4 and 5th player arrives, then play will be stopped and 5th players inserted into lineups
- **GRACE PERIOD** for 4 players is five (5) minutes and applies to the **FIRST GAME OF THE DAY** only
- Intermediate Ball (28.5") shall be used
- Goal shall be regulation 10ft height
- **Game length** is **4 quarters eight (8) minutes** long each
 - Break between quarters is one (1) minute
 - Break at HALF is three (3) minutes
- **Clock will be run continuously** except it will be stopped when shooting fouls and time outs
 - In the final two minutes of the fourth quarter, the clock will stop at each whistle UNLESS either team is ahead by 20 points or more at the start of that two minutes, in which case the clock will not stop for any reason other than time out called regardless of score after that point.
 - **Point spread** rule see general conditions.
- **Participation Rule** is as follows
 - Each player WILL play ½ of the 1st, 2nd, and 3rd quarters minimum
 - Substitutes are put in game at 3 minute mark of the 1st, 2nd & 3rd quarters
 - Teams are allowed free substitution in the fourth quarter only
 - Subs must play their ½ of quarter, but starters can be subbed for starters per regular sub rules
 - Less than six (6) players a team may free substitute during game as per standard rules
- **Regular defenses** allowed **UNLESS a team** is ahead by **20 points**. At that time, when the ball changes possession, the defense must drop back to half court and allow ball handler to bring ball down court. Ball handler must be allowed approximately 6ft beyond centerline before defense engages. Violation: warning, then technical foul shots. Half court defense will stay in effect unless lead drops below 10 points, upon which full court defense is allowed unless lead goes back to 20+.
- Game starts with a jump ball.
- Two time outs per half
- Players are allowed **five (5) fouls and foul out on the FIFTH foul** **** corrected *****
- Three-second violation will be enforced when two (2) officials are on hand.
- All games are played full court regulation sidelines as out of bounds
- Home team shall keep the scorebook
- Visitor team shall run the clock
- League uniforms must be worn in games. In event a player shows without uniform shirt, they will be allowed to play with a t-shirt and be designated player zero (0)
- NO POCKETS are allowed. If shorts have pockets, they will be taped before playing
- No Jewelry: religious and Medical alert medals are not considered jewelry but must be worn either under the uniform (religious) or taped (medical). Ear rings must either be removed or have a band aide placed over them
- Players are to wear non-scuff shoes
- ALL teams are required to clean up gym and trash after their games.
- **OVERTIMES:**
 - **Games do NOT end in a tie.**
 - First overtime is three (3) minutes
 - Second overtime (if necessary) is two minutes
 - Third overtime (SUDDEN DEATH) is whoever scores first
 - Possession is determined side out coin toss
 - Two time outs are allowed for each overtime but do NOT carry over from regular time or overtimes

BVYA Intermediate – Junior – Senior Co-Ed Basketball

Rules of play

- **Minimum number of players** to start a game is **four (4)**, but must be played **4 on 4, or 5 on 5**
 - If game starts with 4 on 4 and 5th player arrives, then play will be stopped and 5th players inserted into lineups
- **GRACE PERIOD** for 4 players is five (5) minutes and applies to the **FIRST GAME OF THE DAY** only
- Regulation Ball (29.5") shall be used
- Goal shall be regulation 10ft height
- **Game length** is **4 quarters eight (8) minutes** long each
 - Break between quarters is one (1) minute
 - Break at HALF is three (3) minutes
- **Clock will be run continuously** except it will be stopped when shooting fouls and time outs
 - In the final two minutes of the fourth quarter, the clock will stop at each whistle UNLESS either team is ahead by 20 points or more at the start of that two minutes, in which case the clock will not stop for any reason other than time out called regardless of score after that point.
 - **Point spread** rule see general conditions.
- **Participation Rule** is as follows
 - Each player WILL play ½ of the 1st, 2nd, and 3rd quarters minimum
 - Substitutes are put in game at 3 minute mark of the 1st, 2nd & 3rd quarters
 - Teams are allowed free substitution in the fourth quarter only
 - Subs must play their ½ of quarter, but starters can be subbed for starters per regular sub rules
 - Less than six (6) players a team may free substitute during game as per standard rules
- **Regular defenses** allowed **UNLESS a team** is ahead by **20 points**. At that time, when the ball changes possession, the defense must drop back to half court and allow ball handler to bring ball down court. Ball handler must be allowed approximately 6ft beyond centerline before defense engages. Violation: warning, then technical foul shots. Half court defense will stay in effect unless lead drops below 10 points, upon which full court defense is allowed unless lead goes back to 20+.
- Game starts with a jump ball.
- Two time outs per half
- Players are allowed **five (5) fouls and foul out on the FIFTH foul** **** corrected *****
- Three-second violation will be enforced when two (2) officials are on hand.
- All games are played full court regulation sidelines as out of bounds
- Home team shall keep the scorebook
- Visitor team shall run the clock
- League uniforms must be worn in games. In event a player shows without uniform shirt, they will be allowed to play with a t-shirt and be designated player zero (0)
- NO POCKETS are allowed. If shorts have pockets, they will be taped before playing
- No Jewelry: religious and Medical alert medals are not considered jewelry but must be worn either under the uniform (religious) or taped (medical). Ear rings must either be removed or have a band aide placed over them
- Players are to wear non-scuff shoes
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