



FLORIDA BASKETBALL & VOLLEYBALL ASSOCIATION, INC.

COMPETITIVE LEAGUE RULES

These rules are intended to help maintain a quality playing environment for players of all abilities. Although we hope to recognize and encourage outstanding ability, our mission is to include all players as much as possible. Therefore, FBVA follows *Florida High School Activity Association (FHSAA)* rules and guidelines, with the following noted exceptions: (FBVA reserves the right to modify any rule(s) as needed to protect the safety of any and all players.)

I. Responsibilities / Eligibility / Dual registration

a) Coaches

- Head coaches are responsible for obtaining and reading a copy of the league's / season's rules.
- Head coaches are responsible for signing a *Coaches' data form* prior to season start.
- If the Board determines that a coach is not reasonably able to uphold his/her coach's obligations, any of the following actions will be taken but not limited to
 - 1) Replacement of the coach during the season.
 - 2) Prohibiting the placement of players from the FBVA pool for their season.
 - 3) Any action that the Board deems appropriate.
- **Coaches who do not buy out** a full team will **accept players**.
- Coaches may not discourage players added after late registration to their team.
- Any coach discouraging players added after open registration will be required to **BUY OUT** the full team **PRIOR** to any subsequent seasons.
- A Coach bringing in his/her own team (at least 7-8 players) shall be held accountable for playing any illegal players (non registered/non paid)
- Participation of Illegal players could result in forfeiture by the team of illegal games played
- A coach playing illegal players is subject to sanctioning and suspensions from future games as well as the league.

b) Players

- Players without at least \$10 paid before late registration, will not be guaranteed a jersey at their first game.
- Any unregistered player will be suspended from play until all registration requirements (signed registration, payment, and waiver) have been met by **the second Saturday of the season**.
- Registration will be deemed valid **ONLY with payment in full**.
- All players must play at least three (3) regular season games to be eligible for tournament.

- Each team shall consist of ten (10) players with a minimum of eight (8) fully paid players. A coach may add an 11th paid player.
- A 12th paid player may be added only with the Board's approval.
- No players may be added to any coaches roster after **the second Saturday of the regular season**, if registration is not received by the Registration Chairman on or before that date.
- **ONLY** the Registration Chairman, President, or Vice President **MUST** receive any and all registrations, in hand.
- Any player may double register in a higher league age division without restrictions.
- A player may "double register" for 2 (two) teams in his/her league age division provided the player's **parents petition the League Board in writing, at the invitation of the two coaches**, and upon approval by the Board.
- A double registered player **MUST DESIGNATE** a **PRIMARY** team prior to the start of the season. **He/she may play for only the primary team in tournament** if both teams are scheduled in then same tournament conference bracket. In the event of any other scheduling conflicts during regular or post-season play, the player must play for the primary team.
- The secondary team registration must be paid in full and not be allowed any league discounts.
- A maximum of **3 (three) players per team** permitted to be double registered.
- 12th grade students who are enrolled in a bona fide high school (and are 18 years old) will be permitted to play in the 16/18 division **prior** to graduation.

II. AGE DIVISION RULES

5/6 DIVISION

- a) **One (1) coach ONLY** per team may be on their team's offensive side without interference and **AT THE REFEREE'S DISCRETION**
- b) **Junior ball**
- c) **One (1) referee**
- d) **Four (4) six (6) minute quarters**
- e) **All players must sit out** one (1) FULL CONTINUOUS Quarter when 8 or more players are dressed to play by the start of the 2nd quarter.
- f) **Referees, table** and opposing coach **SHOULD** be notified when a team will be playing with only 7 players.
- g) **All players must play** at least nine (9) minutes. (1 ½ quarters time)
- h) **Ball may not be passed over ½ court** until the entire defense has crossed ½ court –ball may be dribbled over and then passed if needed.
- i) **ONLY DOUBLE-teaming** at half court is allowed – No triple teaming (illegal defense)
- j) **No back court** pressure is allowed except in the **LAST MINUTE** of the 4th quarter, then full court press is allowed.

Both teams may play full court rules if agreement is signed by both coaches and referee in the game book prior to game start.

- k) **Back Court Press:** Continuation of the rebound shall be up to the referee's discretion. If press affects motion of offense and is to advantage of defense, then it's a violation.

PENALTIES:- One warning per team / per half for **illegal defense / press/ delay of game.**

Next offense is a two shot and ball penalty

*******NOT as an indirect against the coach*******

- l) **Foul line** is 12 ft. (closer if needed) Natural shooting motion may carry him over

7/8 DIVISION

- a) **Junior** ball
- b) **One** (1) referee
- c) **Four** (4) six (6) minute quarters
- d) **All players must sit out** one (1) FULL CONTINUOUS Quarter when 8 or more players are dressed to play by the start of the 2nd quarter.
- e) **Referees, table** and opposing coach SHOULD be notified whenever a team will be playing with only 7 players.
- f) **All players must play** at least nine (9) minutes. (1 ½ quarters time)
- g) **Ball may not be passed over ½ court** until the entire defense has crossed ½ court –ball may be dribbled over and then passed if needed.
- h) **ONLY DOUBLE-teaming** at half court is allowed – No triple teaming (illegal defense)
- i) **No back court** pressure is allowed except in the LAST MINUTE of the 4th quarter, then full court press is allowed.
Both teams may play full court rules if agreement is signed by both coaches and referee in the game book prior to game start.
- j) **Back Court Press:** Continuation of the rebound shall be up to the referee's discretion. If press affects motion of offense and is to advantage of defense, then it's a violation.

PENALTIES:- One warning per team / per half for **illegal defense / press/ delay of game.**

Next offense is a two shot and ball penalty

***** **NOT as an indirect against the coach*******

- k) **Foul line** is 12 ft. (closer if needed) Natural shooting motion may carry him over

9/10 DIVISION

- a) **28.5 inch** “woman's” ball
- b) Two **(2) referees** for higher ranked teams
- c) **Four (4)** seven (7) minute quarters
- d) **All players must sit out** one (1) FULL CONTINUOUS Quarter when 8 or more players are dressed to play by the start of the 2nd quarter.

- e) **All players must play** at least ten and ½ minutes (1 ½ quarters time)
- f) **ONLY DOUBLE-teaming** at half court is allowed – No triple teaming. (illegal defense)
- g) **No back court pressure** is allowed except in the LAST MINUTE of the 4th quarter, then full court press is allowed. Both teams may play full court rules if agreement is signed by both coaches and referee in the game book prior to game start.
- h) **Back Court Press:** Continuation of the rebound shall be up to the referee's discretion. If press affects motion of offense and is to advantage of defense, then it's a violation.
PENALTIES:- One warning per team / per half for **illegal defense / press/ delay of game**. Next offense is a two shot and ball penalty
*******NOT as an indirect against the coach *******
- j) **Foul line:** Player MUST start behind the line but, the player's natural shooting motion may carry him / her over.

11/12 DIVISION

- a) **28.5 inch** "woman's" ball
- b) **Four (4)** seven (7) minute quarters
- c) **All players must play** at least ten and ½ minutes (1 ½ quarters time)
- d) **Foul line:** Player may not go over the foul line.

GIRL'S DIVISIONS

- a) **28.5 inch** "woman's" ball
- b) **Rules** for age groups apply
- c) **Foul line:** Player may not go over the foul line.

13/15 and 16/18 DIVISIONS

- a) **Regulation** ball
- b) **Four (4)** eight (8) minute quarters
- c) **All players must play** at least ten (10) minutes.
- d) **Foul line:** Player may not go over the foul line.

In the 16/18 division, there MUST be an additional adult (assistant or adult) ON THE BENCH.
(subject to technical foul at beginning of game)

Where ball sizes would differ each sized ball will be used for ½ of the game, as determined by a coin toss at start of game. (does not apply to teams playing up a division)

ALL DIVISIONS

Game Management

- a) **Mercy Rule:** Whenever a team is ahead by 30 points, the clock shall run (except for time outs) until the difference is within 19 points, and then shall resume to a stop clock. When team is ahead by 20 or more points, regardless of age division or quarter, the leading team may play ONLY ½ court defense

- b) **Foul shot lineup:** has been moved down to the base line block with four (4) defensive and two (2) offensive players lined up
- c) **Time-outs:** (3) three full time outs and (2) two 30 second per game (may be taken by coach or player).
- d) **Current game** players ONLY are permitted on court during time outs OR in between quarters.
- e) **Overtime:** IF “OT” DOES NOT interfere with the next scheduled game time then overtime is 1/2 of the time of the regulation quarter. Tournament games will play overtime regardless of the time
- f) **Bench:** Bench personnel Only are permitted on the bench.
 - **Bench personnel** are all individuals who are part of the team, including substitutes, coaches, managers, and statisticians. A team member is a member of bench personnel who is in uniform and is eligible to become a player (registered and paid for that team).
 - **Only two (2)** assistants, designated by the coach, may sit on the team bench.
 - **Coaches** should remain in their coaches’ box during the game.
 - **Only ONE coach** / adult is permitted to be standing when their team is playing. First **infraction** is a warning by the referee. (all coaches will have to sit if technical is issued)
 - **16/18 division**, there MUST be an additional adult (assistant or adult) ON THE BENCH. Penalty shall be an Indirect assessed against the coach with two (2) shots and the ball.
 - **Coaches shall be responsible** for the their bench, as well as that of their fan’s area. Coaches need to bring a mop towel to each game to keep their floor area dry as a safety precaution. It is the parent’s/coach’s/team’s responsibility (not the gym monitor’s) to administer first aid to any injured player of said team.
- g) **Substitutions:** Players will check in with the scorer’s table at the start of each quarter, as well as before entering a game in progress. Failure to properly check in (uniform tucked in, jewelry, etc.) could result in the following: **first offense-** warning by official.
Second offense –technical foul

Violations and Penalties

- a) **Illegal defense / press / delay of game:** One warning per team / per half. Next offense is a two shot and ball penalty. b*****NOT as an indirect against the coach *****
- b) **Technical Fouls - Dunking/Hanging On Rim:** Hanging on the rim or net of the basketball goal is a TECHNICAL foul.
 - According to FHSAA rules, dunking or grabbing the rim during pre-game or post game is a technical foul. These fouls can be issued before, during or after a game.
 - (A T-Foul given after a game shall be acted upon at the team’s next scheduled game.)
- c) **Unsportsmanlike Conduct:** Whenever a player receives a **technical foul**, the player shall be benched for a portion of time to teach better sportsmanship.
 - A player with 2 technical fouls in a game must sit on the bench for the remainder of the game.
 - A **second technical foul** for any unsportsmanlike conduct during the season for a player of that team shall result in **the next game suspension of the player** for that team.

A **third technical foul** for any unsportsmanlike conduct during the season shall result in an automatic termination from the league.

- d) **Ejected player** shall not be allowed to play in team's next game but must attend and sit with players.
- e) A **coach** shall be ejected with three (3) indirect fouls or two (2) direct technical fouls OR at the referees discretion.
- f) A **coach who has been ejected** or has two (2) technicals, is required to LEAVE THE GYM and the direct eyesight of the game. The coach may not interact IN ANY MANNER with that team's game, players, or game personnel or he/she will be required to leave all school premises.
- g) An **ejected or suspended coach** will be suspended from coaching the team's next game. The coach may not enter the gym or interact in any manner with the players or game. He/she must not be in direct eyesight of the game.
- h) **Every** subsequent technical foul against the coach shall result in the next game's suspension - **including any post season play.**
Spectators ejected are subject to not being allowed in the gym at the team's next game.
- i) **The referees** and gym monitor will be notified of suspensions prior to the game.
- j) **It is the referees' discretion** to either eject an unruly spectator OR place him/her next to the coach if the coach accepts responsibility and penalties for the spectator's actions.

Injuries:

- a) When a referee recognizes an injury, it is an Official Time Out. (player shall not be penalized playing time if admitted back into game and both coaches have agreed to playing time)
- b) If a coach enters the court during an injury, the player **MUST** be substituted at least until the next dead ball. Referee shall determine if the player may be allowed to continue (physically)

Blood Rule: In accordance with FHSAA Basketball rule 3-3-5 - *A player who is bleeding, or has an open wound, or has an excessive amount of blood on his or her uniform shall be directed to leave the game.*

IMPLEMENTATION: When any Coach, Game Official, Referee scorer's table, or Gym Director notices any blood on any players' clothing; any open wound; or any bleeding, the game is to be STOPPED at the earliest moment and the player shall be directed to leave the game.

The player shall be allowed to return to the game during a coach time out if able to do so in the allotted time or any regular substitution if, in the opinion of the referee(s), the bleeding has stopped, any open wound has been properly covered, or any clothing with blood has been replaced. Any affected number change must be duly noted to the scorer's table and the game book, and shall be permitted without penalty. These guidelines apply to any player contaminated by their own blood or that of another player.

Scoring

- a) **Each team shall provide a** volunteer (age 16 or older) at each game to run the scoreboard, or to keep the scorer's book.
- The team listed **FIRST** for the match on the schedule shall be the **HOME** team and wear the **LIGHTER** uniform color.
 - **Home** team is responsible for keeping the game book if choice is necessary.
 - Coaches must keep their own stats for each game if they so desire. The scorer **SHALL NOT** be used as a statistician for any team.
 - Players, parents, etc. are **NOT** to approach the table. Coaches only may approach table if asked to do so by the referee & then only between quarters to check on team fouls or correct an error. Referees have the final word regarding problems with the score. The scorebook is the official record of game.

V. Equipment and Uniforms

a) **Personal gear**

- The referee shall not permit any player to wear equipment, which, in his/her judgment is dangerous or confusing to other players or is not appropriate.
- No jewelry may be worn at any time.
- Players may not play with any form of hard cast or any constraints held with metal, abrasive or materials deemed dangerous by the referees.
- A headband no wider than 2 inches and made of non-abrasive unadorned single-colored cloth, elastic, fiber, soft leather or rubber may be worn.
- Rubber/cloth (elastic) bands may be used to control hair.

b) **Uniforms**

- Any team electing not to pay for the FBVA jersey must have jerseys of the same color with reversible contrasting colors **OR** 2 sets of contrasting color jerseys (home and guest).
- The team's jerseys **MUST BE NUMBERED**; with the possible exception of one (1) jersey which, if that jersey isn't numbered, may be designated as zero (0).
- Teams comprised of players with regular FBVA or JUNIOR MAGIC jerseys shall be permitted to wear duplicate numbers without penalty.
- **Sponsored** teams and/or **teams with their own uniforms** **SHALL NOT** be permitted to wear duplicate numbers or mixed jerseys in any game.
- Non FBVA jerseys **MAY NOT** have the following numbers on their jerseys: (0) and (00) (may have either 0 **OR** 00 not both) or any combination of # 6, 7, 8, or 9.
- **Failure to have the proper uniform may result in technical fouls as stated in FHSAA rules.** Referees have the final decision as to jersey numbering.

VI. Game Administration

a) Forfeits:

- A game shall be forfeited 10 minutes after scheduled game time.
- A technical foul will be administered after the first 5 minutes. After the next 5 minutes, a forfeit will be charged to the late/no show team.
- Determination of forfeit shall be up to the referee.
- The consequences for a team forfeiting ANY scheduled game are as follows:
 - * The **first offense** shall result in a **recorded loss** for that team AND **coach will be suspended** for the next game.
 - * The **second offense** shall result in a **team loss**, the team will be **ranked LAST** in tournament standings, AND the **coach will be suspended** for the next game.
 - * The **third offense** shall result in the **dismissal of the coach** for the remaining games and the next season.

b) Schedule changes

- A **one hundred dollar (\$ 100.00)** reschedule fee **IN ADVANCE**.
- Forty-eight (48) hours after the schedule has been on the web, any coach will be subject to rescheduling fees.
- **Pay for ANY and ALL FEES.** (ie gym and referee costs.)
- All requests must be in writing (fax or e-mail) Request to be considered upon receipt of fee.
- The rescheduling coach is responsible for calling the opposing coach for the game. They **MUST REPORT** the switch – in writing- to the league
- FBVA will sanction the game, only after the **coach/team pays for ANY and ALL FEES. (ie. added gym and referee costs).**
- Coach will be suspended from coaching until fees are paid. The Board also reserves the right to determine the team's eligibility for tournament.. If a team cancels a game after the 48 hours, the game will be considered a forfeit for that team and the League will attempt to find another team to play the opponent of that game.

c) Protest

- Grounds for protest are **the ineligibility of a player** and **disregarding the play guidelines of the game.**
- The FBVA office must receive a written protest by the Head Coach immediately following the game. (Faxed to office or hand delivered)
- **A \$ 25.00 protest fee** (cash or money order, no personal checks) must accompany the written protest before it will be considered.
- Protest in writing must be given to an FBVA representative if available, along with fee, before leaving the gym.
- **Intent** to protest is valid w/ signature in scorebook if no one is available at gym).
- Coach should contact the League office as soon as possible and leave a message.
- Fee will be refunded if the protest is determined to be valid. (Otherwise it will be regarded as a written complaint and fee will be forfeited).

- The coach will respect the decision and reliability of the Board of Directors to satisfy his protest.
- For liability and privacy reasons, no coach or parent shall be permitted to view the registration OR birth records of the players in the FBVA League.
- No protests based on staffing of the scorer's table will be accepted AFTER the game is played.

d) Tournament play

- Coaches are responsible for tracking their scores.
- Team scores must be turned/mailed in by Saturday night, before tournament
- Failure to do so will result in the League using information it has.
- Rankings **WILL NOT** be changed if scores are not turned in.!
- *1st*--use straight record,
2nd--in the case of a tie, who beat whom,
3rd--average of offensive points against each tied team,
4th--offensive points averaged in the conference, and
5th—the average of allowed defensive points during the regular season.

PLEASE CONTACT YOUR DIVISIONAL DIRECTOR FIRST REGARDING ANY MATTERS PERTAINING TO YOUR TEAM IN ORDER TO EXPEDITE YOUR CONCERNS.

To purchase a copy of Florida High School rules contact::

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