

# MVYB RULES 2024

1. All MVYB League games are played in accordance with current California Interscholastic Federation (CIF) rules except as defined hereunder.

## 2. Division Play

MVYB League play is divided by school grade into Three (3) divisions for boys and three (3) for girls, and two combined Co-ed “clinic” divisions as follows:

Division

Clinic Beginner (K-1)

Clinic Advanced (1-2)

B: 3/4

B: 5/6

B: 7/8

G: 3/4

G: 5/6

G: 7/8

Players may play “up” one division only upon application to and approval by the MVYB Board and/or its Division Commissioners.

## 3. Length of Games

a. Clinic Beginner games consist of Five (5) 5-minute running quarters with no stopped time and no overtimes.

b. Clinic Advanced games consist of Five (5) 5-minute running quarters with no stopped time and no overtimes.

c. All Boys and Girls 3<sup>rd</sup>-8<sup>th</sup> Grade games shall consist of four (4) 8-minute running quarters. Running time means the clock stops only for team or official timeouts, including technical fouls. The last two minutes of regulation and the last one minute of overtime shall be “stopped time” (the clock stops for any whistle) provided no team is ahead by 15 or more points.

d. Overtime periods during the regular season shall be resolved via foul shot tie breaker. Each team will be granted three (3) free throws to be shot by three (3) different players from each team. The team who makes the most FT's wins. If there is no winner after the initial 3 shots per team are taken. One player from each team will be chosen to participate in a sudden death free throw contest where each player will shoot one foul shot at a time until one of the contestants is unable to match the other. If a shot is missed by both during a sudden death round, the contest is advanced until one makes and one misses. The "Overtime" penalty shot contest is played in each age group 3-8 grade...K-2 do not participate in OT.

**OT Addendum (Playoffs):** Overtime is in effect during the playoffs for ages 3-8. Playoff Overtime periods shall be two minutes for the first overtime and one minute for the next and any subsequent periods.

#### **4. Timeouts and Breaks of Play**

- a. All teams receive two timeouts of one minute each per half. Timeouts not used in the first half will not carry over to the second half.
- b. One timeout of one minute per overtime is allotted. No timeouts are carried over into overtime.
- c. Quarter and overtime breaks shall consist of one minute. Players or substitutes checking in for the quarter must do so at or before the 45 second warning horn. This is not a timeout for coaching.
- d. Halftime shall be a maximum two minutes, and may be reduced at the discretion of the referees and or site supervisor to save time and maintain the game schedule.

#### **Grade Levels of Competition:**

Co-ed: K & 1 Co-ed 1 & 2

BOYS: Boys 3/4, Boys 5/6, Boys 7/8

GIRLS: Girls 3/4th, Girls 5/6, Girls 7/8

#### **5. Team Rosters and Playing Requirements/Restrictions**

- a. All players present at games should play at least two full quarters per game without substitution/interruption. If a minimum of seven players are present, no

substitution during a quarter is permitted until the fourth quarter, and substitution is only allowed for players who have already completed two full quarters.

b. If a player is unable to complete a full quarter due to injury/illness or fouling out, that quarter shall count toward this requirement. The injured or fouled out player's substitute will not be credited for that quarter for the two quarter requirement, but the quarter will count toward the three quarter maximum (rule 5c).

Note: If a player appears injured the referees will stop the clock to attend to the player. If the player requires assistance, or the coach, parent or other team adult comes onto the floor; the injured player must be substituted for minimum one "dead ball" stoppage, i.e. once the game restarts until the next whistle (violation, time out, etc.). At that point the injured player may re-enter the game and play resumes as if the injured player had never left the game, and the substitute's appearance will not count toward a third quarter appearance (rule 5c).

c. Provided a minimum of seven players is present for a game and eligible to play, no player shall play more than three quarters per game. This rule will not apply to either team when six or fewer eligible players are present for a game for either team. If a team starts play with six players present and a seventh player arrives late, but by the end of the first quarter, the "three quarter maximum" provision of 5a will apply to the team. The scorekeeper will record the quarter in which the late player arrives. If a team starts with seven or more players and a player is disqualified in the fourth quarter (by fouling out or being ejected for technical fouls) leaving no eligible players to substitute, the team must continue play with four players. The injured player note (5b) should also be observed. For overtime periods, all players that have not fouled out during regular play are eligible to play in overtime.

d. Players displaying behavior on the court that requires discipline by the coach may be removed from the game and forfeit any required playing time.

e. Players not attending at least one practice per week without an excused absence are required to play only one quarter, but may play up to the maximum at the coach's discretion.

f. Any player arriving after the first quarter of a game without prior notice to the coach may, at the discretion of the coach, be penalized with reduced playing time as follows: Arrival during the second quarter or half time, minimum playing time is one quarter; Arrival during the third quarter or later: No playing time need be given.

g. Playing/ Substitution Cards must be given to the opposing coach prior to tip off. Failure to do so can be penalized by a technical foul up to forfeit.

h. All disciplinary actions must be approved by the relevant division commissioners by exchange of emails at least 24 hours prior to the start of a game. All adjustments and exceptions to required playing time are to be advised by the

coach to the scorekeepers and referees prior to the start of each game.

i. Coaches are responsible for providing the score table with the MVYB roster form (download from MVYB website) prior to the start of games. A technical foul may be issued if a coach does not provide a roster from causing a delay in starting the game. The roster form should include notations as necessary for absence, lateness, discipline, or health issues. Players not listed on the roster form that arrive after the start of the game, will be amended to the scorebook and a technical foul issued to the offending

## **6. Fouls and Disqualifications**

a. All players receiving a fifth personal foul in a game are disqualified from further play. They are also ineligible for any subsequent overtime play.

b. Any coach receiving a second technical foul for conduct must leave the building. Any player receiving a second technical foul must remain on the bench for the duration of the game. These coaches and players may be suspended from the next scheduled game as determined by the relevant division commissioner and board.

c. Any player or coach who, in the judgment of the referees and/or the site supervisor, demonstrates poor sportsmanship by word or deed shall be issued a technical foul. Upon the second offense, the coach will be ejected from that game and asked to leave the facility. Upon the second player offense, the player will be benched for the remainder of the game. The coach and/or player may be suspended from the next scheduled game as determined by the relevant division commissioner and board.

d. "All head coaches" may stand and coach from the "coaches box". Assistant coaches must be seated at all times during play. If any coach exhibits poor sportsmanship the referee can require that the offending coach be required to be seated on the team bench during play. Failure to comply with this request will result in a warning by the referee; subsequent violations will incur a technical foul. A second technical foul for the violation will result in ejection. (See rule 6 b/c).

e. It is the spectators sole responsibility to be aware of the MVYB Code of Conduct and to comply with it, whether it has been acknowledged or not. Any parent or spectator not following the MVYB code of conduct will be asked to

leave the facility immediately and may be suspended by the board from attending other MVYB events. Coaches are responsible for their team's parents and spectators compliance with this rule.

## **7. Foul Shots**

Two free throws are awarded for a common foul beginning with the team's fifth foul in each quarter and resets the fouls at the end of each quarter.

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Foul shots shall be taken as follows:

Clinic Advanced

Rim Height 8'

Free Throw Line n/a

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Boys and Girls (Grades 3-4) Rim Height 10'

- Shooter can cross the line but cannot advance until the ball hits the rim. All other players may advance on ball release.

Boys and Girls (Grades 5-6) Standard Rim Height 10' Standard distance

- Shooter can cross the line but cannot advance until the ball hits the rim. All other players may advance on ball release.

Boys Grades and Girls (Grades 7-8) Standard Rim Height 10' Standard distance

- Shooter cannot cross the line until the ball hits the rim. All other players may advance on ball release.

## **8. Defense and Pressing**

- a. Man-to-Man defense is required in Clinic Beginner & Advanced, 3rd-6th grade...No Zone Defense is permitted at these levels. Zones may be utilized in boys and girls 7/8 only. 3/4 Top Division in the fourth quarter only and 5/6 Boys may full court press but it is man to man only, unless a team is winning by 15 or more, then no press.
- b. Help Defense is allowed (see addendum below) until the initial defender recovers. At that point, help defender (help defense) “must” release back to guarding his man; double teaming is not permitted and will result in technical fouls. Again, please see addendum regarding Help Defense
- b. Full court pressing, half court trapping, and back court defense is allowed at any point in the game for Boys 7-8 and UD Girls(6/7/8), unless the defending team is 15 or more points ahead.

## **9. Special Clinic Divisions Rules:**

No official scores are kept in K/1 Clinic Beginner

No referees are provided for Clinic Games; And games are to be facilitated by the coaches, unless the league chooses to provide them.

### **Clinic Beginner & Clinic Advanced:**

All players will play a man-to-man defense. Players will be substituted each quarter by clearing the bench to ensure no player sits for two consecutive quarters.

Players will be outfitted with a colored wristband by their coach to help them recognize the player they are defending /guarding. During play, defensive players are to stay behind the three point line or red volleyball line (if there is no three point line) area, unless the player they are defending/guarding is in possession of the ball. No trapping or double-teaming is allowed. During play, once the defense controls the ball, the opposing team must get back on defense, i.e. no pressing or back court defense is allowed. However, fast-break and transition play is allowed. If a defensive player steals the ball from an offensive player, and has a clear path to the basket, s/he is encouraged to finish the play and try to score a basket. Defenders may not steal the ball on the dribble, except for inside the key. They may steal passes; pick up loose balls and fast break off of missed shots.

If one team is winning by 15 or more points, the referee has the discretion to not allow any steals off the dribble in the key or off passes inside the defensive line.

In both Clinic divisions, team fouls will be kept by the score keeper. ONE POINT will be awarded on every team foul starting on the FIFTH foul of that period and ONE POINT will continue to be awarded on subsequent fouls in that period until the period is over.

### **3rd/ 4th Grade Divisions - Boys and Girls**

All defense must occur inside the 3 point line (or red volleyball line if there is no three point line).

The only exception is in A(top) level/division, and this only occurs if/when teams are tiered. Defense can be played up to half court. This division is man to man only.

In the fourth quarter, all levels of 3rd/4th can play defense out to the half court line. In A(top), defense can play full court man to man in the fourth quarter.

There is no trapping, double teaming or any kind of zone defense allowed.

## 10. Equipment

a. Participants shall wear the uniform provided by MVYB. All jerseys are reversible and the Home Team will wear the light color jersey. Undershirts (if worn) should be white or match the dominant color of the jersey. The entire team should match, either all white or matching the dominant color of the jersey. If a team is listed as the HOME team, undershirts must match the lighter color.

b. MVYB provides all scoring and timing equipment, and schedules and pays for referees, scorekeepers and timekeepers.

Game balls are as follows:

Clinic, Lower & Middle Division Girls, 3<sup>rd</sup> and 4<sup>th</sup> Grade Boys: “Youth” size (“27.5”) Upper Girls and 5<sup>th</sup> and 6<sup>th</sup> Grade Boys: “Intermediate” (28.5)  
7<sup>th</sup> and 8<sup>th</sup> Grade Boys: “Full regulation” size (“29.5”)

## 11. Activity

MVYB limits the number of allowable activities of participants to a total of THREE (3) per week, including all practices and games. Teams in violation of this rule risk forfeiture of next scheduled game. ***There is ONE mandatory practice per week. This means a player must participate in a minimum of one practice per week in order to be eligible to play in the MVYB game.*** Players may be excused by the coach if certain circumstances arise.

## 12. Protests and Appeals

a. Protests are to be resolved by the facility site supervisor and/or supervising MVYB Board Members and may only involve rules infractions. Referee judgment calls may not be protested.

b. Appeals may be made to the MVYB Board whenever a protest resolution is deemed unsatisfactory or unfair, or when the purpose of the league appears to be in jeopardy. All appeals are to be submitted in writing and as per the Appeals procedure, including a forfeitable \$100 deposit.