

ALL DIVISIONS

I. Organizational Structure

A. Players

1. Division Assignments- A player's division is determined by the player's age as of September 1 of the current year.
2. Division- A player may play in the division appropriate to the player's age or in the next higher division, if the player would be eligible to play in the higher division on September 1 of the following year (with Board approval). Players may not play in a division below their age.
3. Each player must play at least 2 full quarters (total of 16 minutes) in any one game. The only exceptions to this rule will be for a player who is ejected for disciplinary reasons, who fouls out, who is unable to continue playing due to an injury or who has not arrived by the start of the second quarter. If a player is removed from the game due to an injury (e.g. his coach is called onto the floor to tend the player), as soon as that player is able, he/she must return to the game during that same quarter. The coach will notify the referee that the player is able to return to play and the referee will allow the injured player to return to the game, replacing the player that substituted for the injured player at the next dead ball. The 16 minutes of play requirement must be met, whenever possible. At the coach's discretion, any player who has not arrived by the start of the second quarter must only play one quarter. If a player arrives after the end of the second quarter, the "must play" rules are waived for that game (i.e. playing time for all other teammates will be treated as if the late player never arrived).
4. No one player shall appear in more than 3 quarters unless his team has six (6) or fewer players available (or five (5) or fewer if standard team size is four (4)), and all available players have played in 3 full quarters. In the case of overtime periods the coach may play any 5 players he has available during the first overtime period as long as every player has played in at least two full quarters of the game. If the game goes into a second overtime then any players who did not play in the first overtime must play in the second overtime. If the game goes into sudden death the coach can play any five players he desires to play. Substitution is only allowed in the fourth quarter of games. You may substitute freely, but the general playing time rules apply. If you have 7 or more players no one can play more than 3 full quarters and everyone must play in at least two full quarters.
5. Players must exhibit proper conduct and sportsmanship during all team activities and participate in team practices whenever possible.
6. Players may not play while wearing a hard cast, rings, necklaces, earrings or any other dangerous articles.
7. All players must wear the complete FCYBA issued uniform (as determined by Board). If the complete FCYBA issued uniform is not worn by a player, that player is not eligible to play in the game. Black shorts should be worn in all games. T-shirts of the same color as the uniform shirt may be worn under the jersey. Socks and basketball shoes designed for indoor play with non-marking soles must be worn. Players must provide their own shoes and socks.
8. No player may play in FCYBA if playing on another private or public school basketball team.
9. Teams can START A GAME with 4 players present (3 players if the standard team size is 4) but the other team must START THE GAME with 5 players (4, if standard team size is 4) if they are available. If both teams have 4 players (or 3 players, if standard team size is 4) to begin the game, the game can be played. Man to man defense is required in divisions that mandate man to man defense. The extra player can be a "rover".
10. If a team starts the league with 8 players on the team and loses a player for some reason the following shall apply: (i) In the event the team has played at least 5 games, no player shall be added to the roster. (ii) If the team has played 5 games or less and there is a wait list, the team must add the highest player on the wait list to the roster. (iii) If the team has played less than 5 games and there is not a wait list, the coach may find another player to fill the spot. The Board shall have final decision on whether or not to allow that player to be added based upon the competitive dynamics of the division. (iv) If for some reason the team loses another player and the roster is reduced to 6 players, the team must take the highest wait-listed player regardless of the number of games played. If there is no one on the wait list then the coach can find another player (with board approval) to fill up the vacant roster spot. A team will not be allowed to go recruit a player who would change the competitive dynamics of the league.

II. General Game Play

A. Administrative Items

1. Official Scorekeeper - The home team must provide the Official Scorekeeper for a game. If a discrepancy occurs the Official Scorekeeper's information will be used. The scorekeepers must be adults. The following statistics will be kept by the Official Scorekeeper on the FCYBA official score sheet for each player and turned into the Gym Official at the conclusion of each game (items vary between different divisions):
 - a. Quarters started.
 - b. Points scored (in divisions where scores are kept)
 - c. Fouls committed. (Personal and technical)
 - d. Substitutions.
 - e. Time-outs

The Official Scorekeeper must indicate on the official score sheet which five (5) players are in the game at the beginning of each quarter.

2. Official Timekeeper - The visiting team must provide the Official Timekeeper for each game. The Timekeeper must be an adult and shall:
 - a. Keep the time
 - b. Operate the scoreboard
 - c. Operate the ball possession arrow
3. All official scorekeepers and timekeepers must sit at the scorers' table to perform their duties. Timekeepers and Scorekeepers must not become personally involved the game or in any disagreements involving coaches or referees during the game.
4. Team Rosters - Coaches must fill out the team roster in the official score sheets **prior to the scheduled start of each game**. Coaches must bring additions, such as a late arriving player, to the scorekeeper's attention immediately.
5. **Disputes-** Any dispute occurring during a game, of any nature, (e.g., rules interpretation, scoring, etc.) should be referred to the Referee. All disputes will be resolved by the Referees. All disputes will be resolved on the spot.
6. No personal basketballs will be permitted at the gymnasium or in the hallways of the rented Schools.
7. No food or drink will be permitted in the gymnasium nor in the hallways of the rented Schools.
8. No protests will be permitted for any reason.
9. During the course of a game, including time-outs, breaks between games or periods, and halftime, only players participating in the current game are permitted to shoot at the baskets in the gymnasium. Anyone violating this rule will be asked to stop their shooting. If an individual persists in shooting after being advised he/she must stop, that person will be asked to leave the gym. The Referee will be responsible for enforcing this rule. If a coach encounters a problem of this nature, he/she must advise the Referee and request the situation be handled.

B. Game Structure

1. **Length-** Games will consist of 4 quarters of 8 minutes each. Teams will change goals at the end of the half.
2. **Halftime-** There will be a three minute break between the second and third quarters. There will be a one minute break between the first and second quarters and between the third and fourth quarters.
3. **Starting Possession-** Each full court game (and each overtime period in a full court game) will begin with a jump ball. Cross -court games will begin with a coin toss to determine the team who gains the first possession. Possession at the beginning of each quarter will be awarded based on an alternating basis. When play resumes at the start of each quarter, the ball will be given to the team next due possession. The possession arrow will point to the team basket which is due the next possession.
4. **Quarters-** Each quarter will begin with players meeting at center court to match-up for defensive assignments.
5. **Timeouts:**
 - a. **Regulation Time-** Each team will be permitted to call three (3) full timeouts and two 20 second timeouts during the course of the game.
 - b. **Overtime-** Each team will have only one (1) full timeout per overtime period, regardless of time-outs taken during regulation.

- c. **Sudden Death-** Each team will be permitted one additional (1) timeout during a sudden death period.
 - d. **Full timeouts-** Full timeouts are one minute long.
 - e. **Twenty second timeouts-** Twenty second timeouts are 20 seconds long.
6. **Tie Scores-** Games will be played until a winner is determined. If, at the end of regulation time, a tie score exists, a two minute running clock overtime period will be played. If, after two overtime periods have been played a tie still exists, the game will end in a final sudden death overtime period where the first point(s) scored by any team will win the game.
7. **Time-** Time will run continuously during the game except in the following cases:
- a. **Timeouts-** Timeouts may be called by either a player or head coach.
 - b. **Free throws-** The clock will stop when a shooting foul, personal or technical, is called.
 - c. **Official Timeouts-** Timeouts called by a referee for injuries or to stop the clock to correct equipment malfunction or to retrieve a lost ball.
 - d. **Time resumes-** When the clock is stopped, the ball will be thrown into play from out of bounds. The clock will start once the ball is touched by any player on the court.
8. **Player Substitutions:**
- a. At the beginning of each quarter, those players who will be taking the court must check-in at the scorers' table.
 - b. All player substitutions, with the exception of player injury, ejection, or a player fouling out, must be made at the beginning of a quarter.
 - c. Substitutions can be made during dead balls or timeouts **in the fourth quarter only**. Substituting players must check-in at the scorer's table and wait to enter the game until signaled in by the

C. Offense

- 1. **Stalling-** Stalling is not allowed. A player may continue to dribble the ball indefinitely as long as the player is making progress toward or is attempting to proceed to the goal. Once a dribble has been picked up (stopped) the player must shoot or pass the ball within five seconds or a violation will be called and possession will go to the defensive team. This will not affect the possession arrow.
- 2. Free Throw shooters may not cross the free throw line and enter the free throw lane until the ball strikes the rim or backboard.
- 3. If a team only has 4 players eligible to play at any time after the start of the game, play may proceed five on four. The team with 4 players will be allowed to play zone defense, except in divisions that require man to man defense. If a team only has three players remaining, that team forfeits the game.
- 4. In the divisions where a full court press is allowed the press may be applied unless one team gets ahead by 15 or more points. If the winning team gets up by 15 or more they may pick up the defense at half court only.
- 5. In divisions that do not allow full-court pressing, the following shall apply: If a team with the ball calls a timeout in the back court then the inbounds pass after the time out must come from the front court and can not be thrown to a player in the back court. (This rule was put in to stop a coach from calling a time out when the 10 second count gets to 9 and then repeat the process until all of his time outs are exhausted.)

D. Defense

- 1. Back court pressing is allowed unless the leading team is up by MORE THAN 15 POINTS. For clarification however, back court pressing IS OK at ANY TIME on back court steals, missed shots, lost balls and inbounds plays due to turnovers, etc. The defensive team 'always' has the right to defend against a fast break.

E. Fouls

- 1. Bonus situation begins on the 6th team foul in each half. (Note: overtime periods are an extension of 2nd half). Free throws for a bonus foul will be "one and one" (must make the first attempt to be permitted a second attempt). Beginning on the 10th team foul, in each half, free throws will be **Two Shots**. In divisions where U.I.L. rules are used, bonus situation begins on the 7th team foul and double bonus on the 10th.
- 2. Shooting fouls will be awarded two or three free throw attempts (if 3-point shots are allowed) unless the basket is made; then one free throw will be awarded.
- 3. On a player's fifth foul, the player will be disqualified for the remainder of the game.

4. A player must raise his/her hand when a foul is called on him/her. Coaches must instruct players that raising their hand is required.

III. Player/Spectator/Coach Conduct

- A. Player Harassment of other Players or Referee: During the course of a game, any player that displays inappropriate conduct, e.g., harassment of other players or referees, shall be subject to disciplinary action in accordance with the general rules of basketball. This shall include the following sequence of actions:
 - Referee warns player of specific unacceptable behavior, and if not corrected, player will get a Technical Foul.
 - If player continues unacceptable behavior following a Technical Foul assessed against him, he/she shall be ejected from the game. An ejection from any game will also incur a one game suspension that shall be served during the teams next game (regular season or tournament).
- B. Disciplinary Action for Players: If player is ejected from a game for unacceptable behavior, the coach shall be responsible for identifying appropriate disciplinary action for the incident and discussing the intended action with the player's parents and the Board.
- C. Spectator/Coach Harassment or Unacceptable Behavior: If, during the course of a game, any spectator or coach displays inappropriate conduct, e.g., harassment or loud yelling at a player, referee, or other spectators, the following rules for controlling the situation shall apply:
 - The referee shall warn both coaches of the specific problem, i.e., issue and person(s), and advise of the potential for a Technical Foul if the situation is not corrected.
 - The coaches shall advise the spectators from their team of the identified unacceptable behavior and the potential for a Technical Foul if it is not stopped. The coaches need to warn the spectators that the next offense, whether caused by the original offender or by a new person, shall result in a Technical Foul against the team associated with that person.
 - If the situation is not corrected, the referee shall call a Technical Foul against the team whose coach/spectator(s) has (have) continued their unacceptable behavior, regardless of who was the initial offender(s).
 - The coach of the subject team shall advise the individual(s) in question that they will be asked to leave if the harassment persists.
 - If the situation remains uncorrected, a referee shall have the responsibility and the authority to call a Referee's Timeout and to require the specific individual(s) in question to leave the gym for the remainder of the game.
 - If the individual(s) refuses to do so within a five minute period, the referee shall declare the game forfeited by the team with which the individual(s) is (are) associated.
 - If the individual in question is a coach or assistant coach, he/she shall be subject to appropriate disciplinary action by the Board.
 - If a coach is assessed two technical fouls and is ejected from the game, they will serve a one game suspension on their teams next scheduled game (regular season or tournament).
 - If a coach is assessed two technical fouls and is ejected from the game, they will serve a one game suspension on their teams next scheduled game (regular season or tournament).
- D. Use of Obscene or Offensive Language: Use of unacceptable language in harassment of officials or in presence of players will not be tolerated. One warning will be made in the form of a Technical Foul. A second occurrence will result in ejection from the game and gymnasium. If a coach gets a Technical Foul for use of unacceptable language in a subsequent game, that coach will be ejected immediately, and banned from coaching in the league for the balance of the season.
- E. Coach Bench Decorum
 1. The head coach may stand or sit within the confines of the designated coaching box (designated by contrasting color lines) . The coach should not be on the court at any time the clock is running. During timeouts the coach may come on to the floor for the following reasons:
 - a. Confer with personnel and players within the confines of the bench area during a charged time-out or the intermission between quarters;
 - b. Confer with personnel at the scorer's table to request a time-out to prevent or rectify a correctable error such as a scoring, alternating possession arrow or timing mistake;
 - c. Attend an injured player when beckoned onto the court by an official;
 2. Assistant coaches are permitted to give instructions to players on the court, and are permitted free movement in the bench area only (excluding the coaching box) to give instructions or confer with players

on the bench. Assistant coaches are not to address referees or question calls during the game.

3. Penalty for 1st violation is a warning and any subsequent violation will result in a two-shot technical foul plus possession of the ball.
4. Coaches may stand in the "dead area" between the two cross-court games. Only two coaches per team (head and one assistant) can be in this area. No players shall be allowed in this area during the game.

IV. Guidance for Referees

A. Harassment/Unacceptable Language

Referees are advised to apply criteria and judgement similar to that used while officiating Junior High School games when dealing with coach/spectator harassment. Policies stated in Section III (A, B, C, and D) shall be enforced as necessary.

A. General

Where applicable, National Federation of State High School Association rules should be applied. Score at the end of a quarter as noted in the players detailed section and confirmed in the "Team Point Totals Per Quarter" boxes, **shall not be changed after the beginning of the next quarter.**

The score sheet, not the scoreboard, is the official record of the score of the game. No yelling at the free throw shooter is allowed.

Each coach must sign the score sheet verifying the final score. **NO DUNKING IS PERMITTED AT ANY PRACTICE, PREGAME WARM-UP OR DURING ANY FCYBA GAME.** If dunking occurs at practice, disciplinary measures will be taken by the Board. If dunking occurs during warm-ups or a game, technical free throws will be awarded to the opposing team.

Double-Teaming Definition: The player leaving his defensive assignment to go double-team the ball must return to his defensive assignment or go to double team the ball on the pass, once the player passes the ball.

In some divisions, where allowed, another player may leave his man to go cover the open player as long as no offensive player without the ball is double-teamed. The rotation must be to a man and not an area. The 4 foot rule will be strictly enforced on any rotation.