



2019
CRRC REC CENTER
Spurs Youth Basketball League
Amendments to SYBL Manual

RULES OF PLAY

PLAYING RULES AND EQUIPMENT

1. Official NCAA Rules and Spurs Youth Basketball League Manual will govern play except for amended CRRC Recreation Center local rules.

2. CRRC- SYBL assumes the following responsibilities:

A. Game site facilities and equipment.

B. Payment of official's association.

C. Provision of a game ball. This ball is not to be used for practice or warm ups.

3. 5/6 will use a youth size (27.5) basketball, 7/8 & 9/10 will use intermediate size (28.5) basketball and 11/12 will use a regulation size (29.5) basketball. If necessary Girls ages 9-12 will play with intermediate size (28.5)

4. Timing:

A. Four (4) 8-minute quarters. Two (2) minutes between each quarter. Five (5) minute half time.

B. 5/6 shall consist of four (4), five (5) minute quarters. Two (2) minutes between each quarter. Five (3) minute

C. Running clock, except for the last two (2) minutes of the game, which will be a regulation clock. With a running clock, the clock stops only for team and official time-outs and free throws. After a time out, the clock starts when the ball touches a player on the court. EXCEPTION: For ages 11/12 and older, the clock stops on every whistle during the last two (2) minutes of the 2nd and 4th quarter.

D. Warmup: Minimum of three (3) minutes, maximum of five (5) minutes.

E. Halftime: Five minutes maximum.

F. Overtime: Three (3) minutes (regulation clock) the clock will stop for Time outs, Free Throws and out of bounds only. The game will be played until a winner has been declared at the end of the period.

G. Timeouts: Two (2) per half at one (1) minute each. Timeouts can ONLY be called if your team has possession of the ball. Unused timeouts will not roll over to the next half.

4. Free throws for ages 5/6 and 7/8 will be 10 feet back from the basket. Kids 9 and up will shoot from the regulation 15-foot mark. No player can move from their position until the basketball has touched the rim or backboard. If the ball does not reach the rim or backboard, the ball will be considered dead and awarded to the other team. (Exception is for 11/12 and up. Players can go for the rebound once the ball has left the shooters hand.)

5. Bonus free throws (1 and 1) begin on the 7th team foul of each half. Two (2) free throws are awarded on the 10th and any additional foul of each half. Players occupying marked free-throw lane line spaces may not enter





the free-throw semicircle until the ball touches the ring or until the free throw ends. EXCEPTION: For ages 11/12 and older can leave when ball leaves shooter hand.

6. Three-point goal will be used in all ages.

7. BLOW-OUT GAMES WILL NOT BE TOLERATED DUE TO KEEPING THE KIDS INTERESTED IN BASKETBALL AND ANY OTHER SPORT. BOTH SCORES WILL BE SET TO ZERO WHEN A TEAM IS AHEAD BY 30 POINTS AND SCORE WILL BE KEPT IN THE SCOREBOOK.

8. All players will be allowed five (5) personal fouls. Upon their fifth foul, they shall be removed from the game and a substitute shall take their place.

9. **MANDATORY PLAY RULE** (In effect for all games): Each player in uniform at the game site must complete at least one (1) full uninterrupted quarter in the first half and at least four (4) minutes in second half. No player shall play in more than 3 quarters unless the number of players present allows. It is the coaches' responsibility to adhere to this rule. If a violation of the Mandatory Play rule is discovered, play will stop until the necessary substitutions are made to rectify the situation. Violations will be brought to the attention of the SYBL Board.

A. Injury: An injured player MUST be removed from the game if the coach goes on to the court, or the official beckons the coach to attend to an injured player. Exception: a player required to leave the game may remain in the game if the team calls a timeout and the situation can be corrected before the end of the timeout. Injured players must never be moved or put back in a game until it is safe to do so.

B. Since there is a Mandatory Play Rule, a player should not be removed if a minor problem can be resolved on the spot (Example: jewelry, uniform or shoe adjustment, or minor injury that is shaken off).

C. The score table will monitor the Mandatory Play Rule and alert coaches of players who need to enter the game to satisfy their mandatory play requirement. If a discrepancy is found, officials will be alerted, and the game will stop until the necessary substitutions are made, and the game will resume. If a coach refuses to comply with the Mandatory Play Rule, the officials may rule a forfeit.

D. Coaches will receive a sound and a warning signal to begin the 15 seconds (maximum) permitted for replacing a disqualified or injured player, or for a player directed to leave the game.

10. **Coaches Box:**

A. A coach's box shall be designated as the area out of bounds immediately in front of the team bench. The coach's box dimensions will begin ten (10) feet from the scorer's table and will extend to the baseline area (total of 28 feet). Coaches must stay in this designated area.

B. For the first violation of a coach's box rule, the official shall warn the coach unless the offense is judged to be unsporting like, in which case a technical foul shall be assessed immediately. Note: A warning is not required prior to calling a technical foul.

11. **Technical Fouls:**

A. Coaches: Any coach who receives two (2) technical foul will be suspended for the remainder of game and next scheduled game. The coach must leave the premises.

B. Officials are instructed to strictly assess technical fouls for poor sportsmanship or abusive/improper language by any player, coach, parent, or spectator and may ask CRRC-SYBL staff/security to remove the offending party or terminate the game at any time.



C. A warning to a coach/team for misconduct is an administrative procedure by an official, which is recorded in the scorebook by the scorer and reported to the Head Coach:

D. For misconduct, the official shall warn the head coach unless the offense is judged to be unsporting like, in which case a technical foul shall be assessed immediately. Note: A warning is not required prior to calling a technical foul.

E. the coach loses his/her privilege of standing in the assigned coach's box and must remain seated during the entire game after he or she has received a technical foul.

F. a severe enough infraction can result in an automatic removal from the game. He or she will be suspended for the next game and may be subject to disciplinary action.

G. If a player or coach is ejected from a game, he or she must leave the premises. He or she will be suspended for the next game and may not sit on the bench with the team.

12. Back Court Press:

Once a team or player gains possession of the ball in the backcourt, the defensive team MUST drop back to mid-court. Exception: ages 11/12 and 9-12 girls can full court press.

- A. There will be no back-court press for the 10 and under age groups. Any violation of this rule will result in a warning for the first offense, and a technical foul for each additional offense.

PENALTY:	First violation	Warning
	Second & third violations	Two Shot Technical (Coach Foul)

- B. For ages 10 and up and girls 9-12, once a team is up by 10 points they will fall back to mid-court press. Penalty will be addressed as above.

(This is a violation rule, so the technical will not be counted as personal fouls or assessed against the coach)

THE FOLLOWING ARE SOME SPECIAL ADDED RULES FOR THE 10 AND UNDER AGE GROUPS.

13. Zone Defense:

Zone defense of any kind are not permitted at the 10 and under age level.

PENALTY:	First violation	Warning
	Second & third violation	Two Shot Technical (Coach Foul)
	Fourth violation	Coach Expulsion

14. MAN-TO-MAN DEFENSE:

All teams and all players must play man to man defense, staying within 3 feet of the person they are guarding when the ball crosses center court and is in the middle of the floor. When the ball is passed or dribbled to a declared side, the five defenders can adjust accordingly by sagging in the lane in a "help side" position.

Penalty:	First violation	warning
	Second & additional Violations	Two Shot Technical

(This is violation rule, so the technical will not be counted as personal fouls or assessed against the coach.)



The defensive player must stand at least three (3) foot from mid -court to allow the dribbler to bring the ball across the court, he or she has 10 seconds to bring the ball down. Defensive players may not steal or slap at the ball. If the offensive player chooses to pass the ball, the defensive player may intercept the pass. Defensive player can also obtain possession of the ball if the offensive player loses control of the ball. If the offensive player quits dribbling the ball he or she must pass or shoot within five (5) seconds.

15. THREE SECOND RULE

A three-second in the key rule will be in effect for all age groups.

16. Ten Second Rule

The offensive team has ten seconds to pass the ball once the team crosses the half court line.

INJURED PLAYERS

1. Injured players will be attended to before the game continues. An injured player does not have to continue if, in the coaches/staff/official's judgment, the injury prevents the player from continuing the game.

2. Only the head coach will be allowed onto the court to assist with an injured player. The head coach will have 30 seconds to evaluate the injured player. Once that time is up, the coach must tell the official one of three choices: the player is okay and can continue playing; the player is injured and needs a sub, or take a timeout. The coach can use consecutive timeouts if need be. If the coach chooses substitution, this must be done in a timely manner, however, if a player is truly injured the official will give as much time as needed to safely remove the injured player.

3. When a youth is rendered unconscious or apparently unconscious, the participant must not be permitted to resume participation without written authorization from a physician.

A. The player does not have to fulfill his/her Mandatory Play Requirement.

B. This will not change the play requirements for any other players on the team.

4. Once a player has been "declared" injured, he/she may not return to that game for any reason. No outside doctors, trainers, coaches, or parents can authorize the playing of a youth, once removed from the game due to injuries.

5. SYBL Board shall investigate all reported situations regarding injured player(s).

6. All players who have sustained a concussion or a head injury must immediately be removed from practice and/or game play. If a player exhibits/reports any sign or symptom of a concussion, he/she will be immediately removed from practice and/or game play and will not return. The player must follow general management of sports-related concussions by their doctor and be cleared to return to practice and/or game play. CRRC-SBGB staff will deem the player ineligible until a doctor has cleared the player to return to practice/game play with a written notification to the SM office.

PLAYER/TEAM CONDUCT

1. A coach, player, substitute, team attendant or fan shall not:
 - a. Disrespectfully address or physically confront an official
 - b. Attempt to influence an official's decision
 - c. Use profanity
 - d. Disrespectfully address or bait an opponent



- e. Object to an official's decision by rising from the bench or using gestures
- f. Incite undesirable crowd reactions
- g. Enter the court, unless by permission of an official, to attend to an injured player
- h. Yell at or mistreat a player

2. The Site Commissioner will impose penalties and suspensions upon teams and players as necessary to insure the orderly conduct of the leagues. Any coach or player ejected for any reason will be automatically suspended for a minimum of the next league game.

3. Any player or coach ejected before, during, or after the game (while at the game site) by an official for unsportsmanlike conduct shall automatically be suspended from the remainder of the current game and the next league game to be played by his/her team and will not be permitted at the game facility during this suspension. No notice of this suspension shall be necessary. In the event a player or coach deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player or coach will still be suspended from the rest of the season.

4. Any player or coach ejected before, during, or after the game (while at the game site) by an official for fighting will automatically be suspended from the remainder of the current game and a minimum of the next two league games to be played by his/her team and will not be permitted at the game facility during this suspension. No notice of this suspension shall be necessary. Note: based on the circumstances surrounding the ejection, this suspension can be as severe as a lifetime ban. In the event a player or coach deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player or coach will still be suspended from the season.

5. If a player, coach or spectator is ejected from a game, he/she must leave the premises immediately and is prohibited from any further contact (direct or indirect) with the team, official, and staff for the remainder of the game and after the game. Failure to comply may result in termination and forfeiture of the game. A substitute coach shall be named as a replacement for the ejected coach or the game will be forfeited. (A substitute coach is defined as an adult named by the ejected coach with a valid SBGB Volunteer). Police assistance may be called if actions pose a potential threat to players, spectators, staff, coaches or officials.

6. Any player, coach, or spectator guilty of striking an opposing player, official and/ or a SYBL Board member in any manner on CRRC property before, during, or after a game shall automatically be suspended indefinitely from participating in all leagues sponsored by the CRRC Recreation Center.

7. Unsportsmanlike conduct by players, coaches, or spectators before, during, or after a game will not be tolerated. CRRC- & SYBL Board, officials, have the authority to ask unruly players, coaches, or spectators to leave the facility. CRRC- SYBL staff are empowered to call for police assistance if necessary. Individuals asked to leave the facility may be suspended for future games, up to and including a lifetime ban.

8. The use of profanity by players, spectators and/or coaches is PROHIBITED. Any violation of this rule will result in suspension of the individual(s) involved for a minimum of the next league game.

9. Teams are responsible for the conduct of their spectators at games. Any team refusing to control a spectator will forfeit the game and will be subject to additional penalties and/or suspension. (Consent of site director)

10. Any player, coach or spectator suspension which cannot be completely served in the current season can be carried over to the next season.



SUSPENSION POLICY FOR ALL YOUTH SPORTS LEAGUES

1. Any coaches, participants or spectators who are suspended from league play by an official will be ineligible to coach, participate and/or spectate for the duration of their suspension term.
2. Any violation while under suspension will be treated as a 2nd offense and all penalties will apply, including extending the existing suspension.
3. Any suspension occurring with less than two games remaining in the regular season will result in suspension from all remaining regular season games.
4. Any suspension for a term of 6 months or more will require a written request for reinstatement to be submitted following the suspension term. The request may be emailed to recreation@gvvc.com or mailed to 125 Mabel Jones Dr. Canyon Lake TX 78133. Prior to reinstatement, the suspended individual must also meet with CRRC- SYBL members. The CRRC Recreation Center and Spurs Youth Basketball League reserves the right to deny reinstatement and/or extend any and all suspensions.

BASKETBALL RULES OF NOTE:

1. **Incidental contact-** There is legal contact between players many times during a game without a foul call. For example, when two players dive for a loose ball and contact occurs before a player has possession of the ball; it is not a foul unless the contact gives one player an advantage. (Pushing, tripping or by displacement)
2. **Uneven Number of Fouls Between Teams-** It is poor officiating for a referee to try to even the fouls between two teams and it is poor sportsmanship for coaches to insist on an equal number of fouls between two teams to validate that the officials were "fair". Teams play differently- some press, others are less skilled on defense; some are more or less aggressive. To penalize a team for the other team's poor or aggressive play is unfair.
3. **Team Control Fouls-** A team control foul is a common foul committed by a member of the team that has possession of the ball. The penalty for a Player Controlled Foul and a Team Controlled foul is the ball awarded to the offended team for a throw-in from the designated out of bounds spot nearest the foul.
4. **Kicking the Ball-** Kicking the ball with any part of the foot or leg is in violation only if intentional and deliberate.
5. **Jewelry/Nails-** No jewelry is permitted. Earrings must be removed, not taped. Fingernails considered dangerous by the referee must be cut.
6. **Swinging the Arms/Elbows-** Excessive swinging of the arm(s) or elbow (s) is a violation (when contact is made).

****** If a coach, player, substitute, team attendant or fan is asked to leave the premises and refuses to leave, Comal County police will be called to escort you out of the facility. *******



CRRC REC CENTER & SPURS YOUTH BASKETBALL LEAGUE



****** Any player, coach, fan or spectator who intentionally has physical contact with a SYBL Board member or CRRC Staff member or official, either inside or outside the facility, will be dismissed from the league and will not be allowed on the premises for the rest of the season. *******