

# NORTON YOUTH BASKETBALL RULES OF PLAY 2011-2012

1. All teams must play by Norton Youth Basketball Rules at all times (exception will be tournament games). Each coach is responsible to know the rules and to instruct his/her players and parents accordingly.
2. Under no circumstances will a coach play his/her team against any non-NYB team without prior Board approval.
3. Coaches are not permitted to organize a team and represent the NYB without prior Board approval. This rule applies to both the regular season and tournament teams.
4. The NYB Board must approve all games, practices and scrimmages.
5. All practices, scrimmages and games will be held at a site approved by the NYB Board. Any practices that are scheduled at Norton City Schools must be coordinated through the coach coordinator (schedule person). Teams sharing gyms may scrimmage during the scheduled gym time.
6. AGES: 3rd, 4th, 5th and 6th grade players must be in appropriate grade. Players may not exceed 13 years of age during the regular season or by March 1st. Board may rule on any special situations concerning age and grade. Tournament rules will apply concerning age when participating in tournaments. The teams will be determined by a draft conducted by the NYB Board and the coaches.
7. The rosters are finalized by the NYB Board. No players may be added to the teams unless the Board gives approval.

## PRE-GAME RULES

8. Each game will consist of four (4) quarters of ten (10) minutes. The clock will be non-stop except for the last two minutes of each half. If a team is up 15 points in the last two minutes of the 4th quarter, then the clock will run continuously. Each team has 1 full timeout and 1 (10-second sub only) timeout per half. Timeouts not used in the first half can not be carried over to the second half.
9. If a team does not have enough players present to put five (5) players on the court, the coach can utilize players from another team in the same grade as a missing player. First choice for added player should be from opposing team if possible. If a team player arrives late, he/she will replace the added player. An added player can not take minutes from an assigned team member. A team may start with 5 players and add a player during the game if a player is injured or ill and unable to play. If a team starts with 5 players and a player fouls out, then the team must finish the game with 4 players (fouled out players can not be replaced).
10. Each player must play 15 minutes. In the event there is a question of playing time for a player, the coach in question will be required to substitute players every 5 minutes for the rest of the season. The coach in question must substitute all players (unless injured or ill) every 5 minutes and no other substitutions during game (unless injured or ill) will be allowed. The game will be stopped every 5 minutes for coach in question. **ZERO TOLERANCE - EVERY PLAYER MUST PLAY 15 MINUTES OF EVERY GAME THEY ATTEND.**
11. All referees will be permitted to call technical fouls on either players or coaches. Coaches must control themselves on the sidelines at all times. Yelling at or harassing the referees will not be tolerated. Two technical fouls during the same game will result in that individual being dismissed from the gym. **GOOD SPORTSMANSHIP MUST BE ENFORCED AND STRESSED AT ALL TIMES.** The focus of the coach should be to make each player better, not to attempt to make the officials better.
12. Players must have clean shoes (should wear street shoes into school and change into their gym shoes to play on gym floor). There is no jewelry (earrings, necklaces, bracelets, etc.) allowed during games or practices.
13. Each team is responsible for providing their own scorekeeper or someone to assist at the score table to run the clock.

## GAME RULES

14. The game will begin with a jump ball. Possession changes with each jump ball call and quarter change.
15. The three-point line will be in effect on any court that has a three-point line.
16. The defense must go back over half-court on each change of possession. Backcourt defense will not stop the game unless the ball changes possession or a violation occurs during backcourt pressure. Players will be warned to not guard in the backcourt and the team which had possession will take the ball out of bounds. There will be no technical fouls called for backcourt defense.
17. Man to man defense will be played the entire game. There is no **ZONE DEFENSE**. During the first three and four/fifths quarters, no full court press is allowed. In the last two minutes of the 2nd & 4th quarters, full press is allowed. If a team is up by 15 points or more then they may not press.

### **GENERAL RULES FOR MAN TO MAN DEFENSE:**

- > Zone defense shall be defined as an obvious attempt to defend an area of the floor such as the key rather than guarding a player.
- > A player playing at least half-way between his/her man and the basket **not** shall be considered playing a zone defense.
- > A defensive player leaving his/her man to pick up another offensive player driving to the basket shall **not** be considered playing a zone.
- > Trapping the ball with two players is **not** considered playing a zone defense.

18. **NO OVERTIME** quarters. To keep games moving along, tie games will end at the completion of the 4th quarter.
19. Any game that has one team ahead by 25 points at any time will result in the score being erased from the scoreboard and kept only in the scorebook. The parents should be informed of this rule and reminded when this rule is utilized.
20. Any disputes during a game, in regards to the rules, will be determined by the referees and the NYB Board Member (or designated representative) in attendance.
21. All remaining rules not addressed in this document will be as per current National Federation of State High School Association Rules for Basketball.