



I. Rule Modifications

The 2010 Youth Provincial Championships shall use FIBA rules, with the following exceptions and points of emphasis:

- 1) Timing of games.
 - a) Games in the Mini Divisions shall consist of four 7 minute stop time quarters. Pre-game warm-up will be 5 minutes long.
 - b) Bantam Divisions shall consist of four 8 minute stop time quarters. Pre-game warm-up will be 5 minutes long.
 - c) Games in the Midget and Juvenile divisions shall consist of four 8 minute stop time quarters. Pre-game warm-up will be 5 minutes long.
 - d) Games in all divisions will have a one minute break between quarters and a three minute break at half-time.
 - e) If overtime is necessary (playoff games only): First team to 4 points or 3 minutes stop time, whichever one comes first.
- 2) Timeouts.
 - a) Coaches **MUST** call all timeouts through the scorer's table.
 - b) Each team shall have one (1) timeout in the first half and two (2) timeouts in the second half. One (1) timeout will be allowed per overtime period.
- 3) Defense.
 - a) Half court zone defense will not be permitted, with one exception. Teams in the Juvenile category may play full court zone defense.
 - b) At the Bantam, Midget, and Juvenile levels, teams are allowed to play either full court zone or full court man to man press. Any team using a full court zone press must drop back to man to man once the ball crosses into the front court.
 - c) In the Mini division, full court pressure will not be permitted.
 - d) Double teaming is permitted only in the Bantam, Midget, and Juvenile categories. Only the person in possession of the ball may be double teamed.
 - e) Once a team has a lead of 15 points or more, they may not use full court pressure. On-court officials will issue a warning to the offending team for the first violation and a technical foul for repeat violations.
- 4) Defensive Definitions
 - a) Zone: A defensive strategy in which a defensive player's primary responsibility is for an area of the floor rather than for a specific opponent.
 - b) Man to Man: A defensive style in which each defensive player is responsible for guarding a particular offensive player.

- c) **Help Side/Weak Side:** A defensive tactic where a player is in position to “help” a defensive teammate. This may require the help side defender to leave the person they are guarding. This is not considered zone defense.
 - d) **Double Team:** A defensive tactic in which two defenders temporarily guard the ball carrier.
 - e) **Full Court:** A defensive tactic where the defensive team pressures the offensive team in the offensive team’s back court.
 - f) **Overtime.** Overtime shall not be played in the round robin. Overtime will only be used in playoff games. First team to 4 points or 3 minutes stop time, whichever one comes first.
- 5) **Ties in the final standings.**
- a) If two teams are tied in the final standings, the tie shall be broken by applying the following criteria:
 - i) Winner of the head to head meeting
 - ii) Better ratio after dividing points for by points against (to four decimal places)
 - iii) Fewer total points allowed (all games)
 - iv) Most total points scored (all games)
 - b) If three or more teams are tied in the final standings, the tie shall be broken by applying the following criteria:
 - i) Best record in games among the tied teams
 - ii) Best ratio after dividing points for by points against (to four decimal places) in games among the tied teams
 - iii) Fewest total points allowed (all games)
 - iv) Most total points scored (all games)
- Once one team advances, start the tie-break over using the two team procedure.
- 6) **Free throws.** In the Mini and Bantam divisions, all free throws will be taken from 13 feet (i.e. two feet closer than the marked free throw line).

II. Games Tied at the End of Regulation Time

In the event of a tie at the end of regulation time in round robin play, the game will be recorded as a tie.

In the event of a tie at the end of regulation time in a playoff game, the winner will be decided by the first team to score 4 points or 3 minutes stop time, whichever one comes first. If still tied after overtime, the winner will be determined by a free throw shootout. Each team will select five shooters to take one free throw each. The team with the most successful shots after all ten free throws have been attempted will be declared the winner. In the event of a tie at the end of the free throw shootout, there will be a sudden death shootout. One player from the home team attempts a free throw, then one player from the visitor team attempts a free throw. This continues until one team is ahead after an equal number of shots have been attempted by both teams. Players may shoot only once in the sudden death shootout, but they may be the same players who were in the first shootout.

III. Roster Changes/Player Additions after the Roster Deadline

A team may request to add a maximum of three players to its roster if they have a declared a team made up of eight or less players. These players can be added to take a team roster up to a maximum of ten players. Therefore, a team that has declared nine players can add one player, a team that has declared eight players can add two, and a team that has declared seven or less can add three. If teams are coming from CMBA or EYBA the players must be approved through your league coordinator. If team are coming from outside CMBA or EYBA, please sent request to Basketball Alberta.

Players being added must be from either: 1) a younger age category; or 2) a lower division level within the same age category (ie. An 'A' team could add any 'B' player, while a 'B2' team could add any player from B3 or lower.)

Players being added must reside in the same community or amalgamated communities as the team which has declared for provincials.

A team must submit all roster additions to Basketball Alberta. Requests must clearly demonstrate why the team needs additional players. All requests must be received in writing (e-mail or fax) by 4PM Wednesday, March 10, 2010.

IV. Player Usage

Basketball Alberta believes in the development of all athletes and strongly encourages coaches to provide fair playing time for all players. The Long Term Athlete Development model is the basis for our teaching, and it is important for all athletes to be exposed to on court learning opportunities in an encouraging yet challenging environment. Each team will be responsible for managing playing time for their players. Challenges to playing time from opposing teams will not be tolerated.

V. Forfeits

Teams will be given 15 minutes from the schedule game start time to have registered players ready to play. If a team does not have five registered players within those 15 minutes, they will forfeit the game.

Any team that forfeits a game may not be allowed to continue playing in the tournament. This will be determined at the discretion of the Tournament Committee.

VI. Protests

As per ASAA and Basketball Alberta rules, there are no game protests. The Tournament Committee will be available to rule on eligibility and discipline issues as they arise.

Appeals on referee decisions will not be entertained.

Rulings on situations not addressed within this package will be made at the discretion of the Tournament Committee.

VII. Contact Info

Any questions leading up to the tournament can be directed to:

Paul Sir
Executive Director
780-819-4667

psir@basketballberta.ab.ca