



EYBA Rule Modifications

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Edmonton Youth Basketball Association
2019 - 2020 Season Rules

SECTION 1 – FEES [See EYBA website]

SECTION 2 – DEFINITIONS [See EYBA website]

SECTION 3 – GENERAL RULES OF PLAY

3.1 EYBA will be governed by the current FIBA rules, except where noted in Section 4 of this document. If a situation arises during the season that is not covered by FIBA or Section 4 at the next scheduled meeting the Board of Directors a determination will be to address the as required. If the issue is an emergency and a decision needs to be rendered immediately, the Executive of the EYBA may make an interim ruling in consultation with the game officials.

SECTION 4 – EXCEPTIONS TO FIBA RULES

4.1 General Exceptions (apply to all divisions)

- a) Time Outs - Teams are allowed one (1) in the first half and two (2) in the second half. Teams are allowed one (1) additional timeout per overtime quarter. Time outs not used in a half or overtime quarter are not carried over.
- b) Full Court Press - No team may employ a full court press when they are leading by 20 points or more anytime during the game. Once ahead by 20 points the defense may only play defense in the half court. A warning will be issued for the first violation of this rule and subsequent violations may be penalized with a technical foul, issued to the Head Coach.
- c) Three Player Attack - Teams shall only be allowed to attack the ball handler with at most two (2) players. If a third player enters the area and pressures the ball handler a warning will be issued for the first violation of this rule and subsequent violations may be penalized with a technical foul, issued to the Head Coach.
- d) 40 Point Spread - When one team is up by forty (40) points at anytime in a game, the losing team's coach has the option of ending the game or continuing the game. If continuing the game, further scoring on the scoreboard will not be displayed. It is understood the proper score shall be reflected on the score sheet at the conclusion of the game.
- e) Uniforms - Tee shirts are allowed underneath a player's uniform. It is encouraged for players to wear tee shirts that match their jerseys; however, no player will be refused play because of their tee shirt color. Teams are required to either have reversible jerseys or two different colored jerseys to avoid games where the two teams are the same color, Pinnies are an acceptable alternative to an alternate colored jersey provided that there are enough pinnies for all the players on the team.
- f) Shoes – Players are allowed to wear two unmatching, different colored shoes if that is their only option.
- g) Warmup Time – A Minimum warmup time of 3 minutes must be given to the teams. There must be at least 3 minutes between the end of the previous game and the beginning of the next game. Teams are encouraged to get ready to warmup as the previous game is ending.

4.2 Exceptions for U11 Divisions

- a) Play will consist of a 4 on 4 format.
- b) Ball size will be Size 5.
- c) No three (3) point line.
- d) Game Timing shall be as follows: Four (4), Nine (9) minute stop time quarters with a three (3) minute half time break. The Nine (9) minute quarters will be broken into three (3) – three (3) minute blocks to allow for automatic substitutions. There are no breaks in between quarters, only at half time.
- e) U11 Automatic Substitutions (effective November 16th, 2019)

- U11 games will consist of Four (4), Nine (9) minute stop time quarters with a three (3) minute half time break. Score keepers will put three (3) minutes on the score clock at the start of each shift, then proceed to run the clock as per the existing EYBA rules (stop time for the entire game).

- The alternating possession rule is in place to settle all jump ball situations. In the U11 Divisions, this now includes the 3-minute substitution changes.

Following a 3-minute substitution change the ball should be administered at half court based on alternating possession (same as the standard start of the quarter).

- At the completion of each three (3) minute shift the game clock horn or the officials whistle will sound to mark the end of the shift. All eight (8) players on the floor will head to their team's bench and four (4) different players from each team will take the floor and start a new three (3) minute shift.

- The exception to the above rule is the final three (3) minute shift of the game, which will be at the discretion of the head coach and any four players from the roster, that are still eligible, can play the final three (3) minute shift of the game. During the Final three (3) minute shift, substitutions can be made at any stoppage of play.

- At the completion of six (6) three (3) minute shifts the teams will take a two (2) minute half time break. At the completion of the two (2) minute break the second half will start with another six (6) three (3) minute shifts for the second half of play.

- All players must come off the floor at the end of each shift and four (4) new players from each team must enter the game at the start of each new shift.

Exceptions to this rule are allowed if a team has less than eight (8) players available to play, then coaches must substitute all available players on the bench at each shift change. Players can only be on the floor for a maximum of two (2) shifts in a row when teams have less than eight (8) players available to play.

- Coaches will not be allowed to make any substitutions during dead ball situations unless it is for injury or emergency situations. (In very rare instances coaches can make substitutions to deal with discipline issues with regards to their players.)

- Coaches May also make a substitution if a player is in "foul trouble". Foul trouble is defined as 3 fouls in the first half or 4 fouls in the second half.

Substitution for a player in foul trouble can be made in dead-ball situations or by calling a timeout.

- A coach may choose to sit a player for their scheduled shift if they are already in foul trouble, especially in cases where the team has 8 players or less. This means a double shift will be permitted for those not in "foul trouble"

- f) **Foul line will measure 12.09 feet.**
- g) Basket height will measure 8 ½ feet, where adjustable baskets are available.
- h) A 30-second shot clock will be utilized.
- i) Teams shall have 10-seconds to advance the ball over half court.

- j) Teams are permitted to return the ball to the back court during a front court throw-in.
- k) Teams are not permitted to play half court zone defense at any time during the game, but they are allowed to switch checks on screens. Defensive players are required to play one-on-one defense. Each defensive player must be responsible for guarding one offensive player. No specific distance is stated for the purpose of guarding an offensive player. If an offensive player moves from one ball side to non-ball side, or vice versa, the defensive player must move to the same side of the floor as well. A defensive player must move when the offensive player they are checking makes a legitimate offensive move such as setting a screen. A Player may leave his/her check to help on a player with the ball that is attempting to score and is in the paint/key. If the player who had the ball passes the ball to another offensive player, the defensive player must return to guard his/her offensive player. Two or more defensive players may not double-team an offensive player who is not in possession of the ball. Double teams are only allowed on a player in possession of the ball who is attempting to score and is in the paint/key. A warning will be issued for the first violation of this rule and subsequent violations may be penalized with a technical foul, issued to the Head Coach.
- l) Teams may not employ a full court press. The definition of a full court press is the defensive team attempting to take the ball away from the offense by pressuring the ball once possession has clearly been established. Going for a loose ball or offensive rebound is not a full court press, but once the defense has established possession of the ball the offense, and now the defense as a result of loss of possession, must retreat to half court.

4.3 Exceptions for U13 Divisions

- a) Ball size will be Size 6 for U13 Boys divisions.
- b) The three (3) point line shall be played where the line is marked except when play occurs at the Saville Community Sports Centre. In that facility the closest marked three (3) point line shall be the line used.
- c) Game Timing shall be as follows: Four (4), Nine (9) minute stop time quarters with a three (3) minute half time break and a one (1) minute break between quarters.
- d) **Foul line will measure 13.09 feet.**
- e) Front Court (Half Court) Defense
- Teams are not permitted to play half court zone defense at any time during the game, but they are allowed to switch checks on screens. Defensive players are required to play one-on-one defense
 - Each defensive player must be responsible for guarding one offensive player. No specific distance is stated for guarding an offensive player. If an offensive player moves from one ball side to non-ball side, or vice versa, the defensive player must move to the same side of the floor as well.
 - A defensive player must move when the offensive player they are checking makes a legitimate offensive move such as setting a screen.
 - A Player may leave his/her check to help on a player with the ball that is attempting to score or has ended his/her dribble inside the 3-point line of the opposing team's front court. When the double-teamed player who has the ball passes to another offensive player, the defensive help must return.
 - Two or more defensive players may not double-team an offensive player who is not in possession of the ball.
 - Double teams are only allowed, in the opposing team's front court, on a player in possession of the ball and who is inside of the 3-point line (or what would be the 3 point line if there is none, ie: within 12-15 feet of the basket, at officials discretion).

A warning will be issued for the first violation of these rules and any subsequent violation may be penalized with a technical foul, issued to the Head Coach.

f) Back Court Defensive Rules - A/B

- May employ a full court press, man to man or zone, in the opposing team's backcourt.
- Double Teams may occur in the opposing team's backcourt. Teams must drop back to man to man defense once the ball crosses into the front court.
- Teams using a full court zone press defense must drop back to man to man defense once the ball crosses into the front court.

g) Back Court Defensive Rules – C or Lower

- Teams may only use a full court man to man press in the opposing team's backcourt.
- Double Teaming is not permitted in the backcourt for divisions C and lower.
- However, as per section 4.1, No team may employ a full court press when they are leading by 20 points or more anytime during the game.
- Full court zone presses/traps are NOT permitted for divisions C and lower.

4.4 Exceptions for U15 Divisions

a) The three (3) point line shall be played where the line is marked except when play occurs at the Saville Community Sports Centre. In that facility the closest marked three (3) point line shall be the line used.

b) Game Timing shall be as follows: Four (4), Nine (9) minute stop time quarters with a three (3) minute half time break and a one (1) minute break between quarters.

c) Teams not permitted to play half court zone defense at any time during the game, but they are allowed to switch checks on screens. Defensive players are required to play one-on-one defense. Each defensive player must be responsible for guarding one offensive player. No specific distance is stated for the purpose of guarding an offensive player. If an offensive player moves from one ball side to non-ball side, or vice versa, the defensive player must move to the same side of the floor as well. A defensive player must move when the offensive player they are checking makes a legitimate offensive move such as setting a screen.

A Player may leave his/her check to help on a player with the ball that is attempting to score or has ended his/her dribble, maybe in either the front or back court. If the player who had the ball passes the ball to another offensive player the defensive player must return to guard his/her offensive player.

Two or more defensive players may not double-team an offensive player who is not in possession of the ball. Double teams are only allowed on a player in possession of the ball.

A warning will be issued for the first violation of this rule and subsequent violations may be penalized with a technical foul, issued to the Head Coach.

d) Teams using a full court zone press defense must drop back to man to man defense once the ball crosses into the front court.

4.4 Exceptions for U18 Divisions

a) The three (3) point line shall be played where the line is marked except when play occurs at the Saville Community Sports Centre. In that facility the closest marked three (3) point line shall be the line used.

b) Game Timing shall be as follows: Four (4), Nine (9) minute stop time quarters with a three (3) minute half time break and a one (1) minute break between quarters.

SECTION 5 - Coaching & Team Management Rules

5. FAIR PLAY

- a) **The safety of the player is the first and foremost concern of the EYBA.**
- b) EYBA exists to promote the development of the players in all areas of skill, attitude, and sportsmanship. To ensure this purpose is met every player shall receive reasonable playing time.
- c) Reasonable playing time is defined as an athlete playing a Minimum of two (2) shifts per half. Exceptions to this requirement are allowed in the event of injury, illness, discipline, disqualification, fatigue, Coach's, Managers, or Responsible Adults discretion or foul trouble. Where possible these exceptions should be noted on the score sheet and reviewed with the referee and opposing coach.
- d) No player shall play an entire half when substitutes are available.
- e) The rules contained within clause 10 are applicable in EYBA playoffs.
- f) Zone Directors are to receive any complaints regarding fair play rules. If necessary, the zone director can forward any such complaints to EYBA discipline.
- g) Any complaint pursuant to these rules is to be accompanied by an EYBA score sheet that is properly completed. Any complaint not accompanied with a properly filled out score sheet shall not be considered. h) EYBA Discipline or Vice President, upon finding an offence occurred shall do the following:
 - First Offense—issue a warning to the offending coach and Zone director;
 - Second Offense—issue a one (1) game suspension to the offending coach and notify the Zone director of the suspension;
 - Third Offense—issue a three (3) game suspension to the offending coach and notify the Zone director of the suspension; and
 - Fourth Offense—issue a disqualification of the offending coach and team from the remainder of league play inclusive of EYBA playoffs.
- i) Minor Officials can be of great assistance by filling out the score sheet correctly.

Violations of this rule shall not be ruled on by the Referees, Officials or Minor Officials. In the event that a one team believes the other team has not followed this rule, they should inform the other team's coach and minor officials they will be making a written report to EYBA Discipline. The game should continue and be played in its entirety. After the completion of the game, violations will be referred to EYBA Discipline for review and further action.

- j) Teams are encouraged to monitor their own playing time to ensure they have a written record of their substitutions and playing time for each player.

5.1 It is the responsibility of each Coach, Manager or Responsible Adult to be ready to play at the beginning of each scheduled game time. **In the event that games are running behind the scheduled time, at the discretion of the referees after consultation and unanimous agreement of the coaches, managers or responsible adults, the times may be altered or running time may be used in order to get games to their scheduled time.**

5.2 No game shall be played by a team which is not accompanied by a coach, manager or responsible adult.

5.3 The Coach, Manager or Responsible Adult shall be responsible for the conduct of all members of the team.

5.4 The Coach, Manager or Responsible Adult shall be at least 18 years of age and cannot be a current player who plays on the team.

5.5 The occupants of a team's bench will be limited to a total of three coaches and/or managers and/or responsible adults and the registered members of the team.

5.6 No spectators will be allowed to watch the game from the same side of the gymnasium as the player's benches where facilities allow. The game will not commence until the above rule is complied with.

5.7 All forfeited games will be scored 20-0 in favor of the non-defaulting team. Any team that forfeits two (2) consecutive scheduled games may be withdrawn from league play. The determination of a team being withdrawn from league play can be made by the Executive Director in consultation with the EYBA Executive.

5.8 The Home team will have the choice of bench. Teams shall warm up at the end of the playing court farthest from their own bench for the first half. NOTE: You start the offence at the basket you practiced at.

5.9 In the event that a team does not show-up for a scheduled game, the Coach or Manager or Responsible Adult who is present pays the assigned referees for both teams and then advises their Zone Director so the Zone Director can collect the fees from the zone whose team failed to show-up for the game. Payment by the offending Zone must be paid within 30 days of receipt of notice. EYBA is not responsible for resolving these payment issues and they must be worked out between the Zones.

5.10 A Coach, Manager or Responsible Adult who shall not be able to field a team for a game must notify their Zone Director of any dates which their team will not be available by the posted Declaration Deadlines of each round. The EYBA Executive Director may attempt to, but is not required to, accommodate these requests whenever possible and reasonable. Teams failing to comply are responsible for both the referee fees and for a fifty dollar (\$50) fine. Failure to pay these assessments before the next scheduled game will result in the team being removed from the schedule until these fees are covered. Note: 5 working days notice is required to cancel practice times. If a team does not supply the Executive Director with the appropriate notice, that Zone will be assessed a \$50 fine.

5.11 The rescheduling of ANY games will not be considered by the EYBA Executive Director. If a team forfeits a game in the playoff round that team may not advance further in the playoffs. Games scheduled against the team that forfeits will not count in determining final placements.

5.12 All fouls, including technicals, shall be marked on the game sheet with the time of the technical also included. If an incident report is submitted, a note of the incident shall be written on the back of the game sheet.

5.13 Sixteen (16) working days notice is required to cancel practice times. Teams must contact their Zone Directors if they need to cancel practice time. If a team does not supply the Zone Directors with the appropriate notice, the EYBA Executive Director will assess the Zone with a \$50 fine.

Player Rules

5.14 All players brought up from a lower level must be clearly indicated on the front of the score sheet by the designation "MU". It is the coach's, managers or responsible adult's responsibility to inform the Minor Officials so that the score sheet can be properly marked.

5.15 Every player listed on the score sheet and present at the game must participate in each game in accordance with the rules pertaining to playing time under Section 5.

Players must be listed on the score sheet prior to the start of game in order to be eligible.

5.16 If a player is not listed on the score sheet prior to the start of the game then the Referees may assess a technical foul. The player may be added to the score sheet and participate in the game with the agreement of the opposing team and the referees.

5.17 Each team shall have at least five (5) players dressed and listed on the score sheet five (5) minutes prior to the start of the game. There may be a technical foul charged for non-compliance. Any team failing to provide at least five (5) players ready to play fifteen (15) minutes after the scheduled start will forfeit the game. If a team begins a game with 5 players and a player fouls out, that team will still be allowed to continue the game with as many remaining players as they have.

Overtime

5.18 The following outlines when overtime is to be played:

- a) During the seeding round and regular season there shall NOT be any overtime. A game tied at the end of regulation time shall be recorded as a tie.
- b) Tournament play and EYBA Playoffs may involve either single or double elimination games, or round-robin play followed by Semi-Finals and Finals. The determination of the format of the EYBA Playoffs shall be made by the Executive Director in consultation with the EYBA Executive.
- c) In round-robin tournament play or the round-robin portion of the City Playoffs there shall NOT be any overtime. A game tied at the end of regulation time shall be recorded as a tie.
- d) In all Tournament or EYBA Playoff games that are not part of a round-robin, and where a winner must be decided, a tied game shall go into overtime. Overtime period will be 5 minutes. The first 4 minutes of all overtime shall be running time with the clock stopped only for time-outs or injuries. The last minute of overtime will be stoptime. If the score is tied at the end of the 1st overtime, the game shall continue in a second overtime until the tie is broken by the first team to score four (4) points or three (3) minutes stop time, whichever one occurs first. In the event the score is tied at the end of the 2nd overtime, the game shall continue in a third overtime until the tie is broken by the first team to score one (1) point.

Tie-Breakers

5.19 Tie breaker rules used by the EYBA in determining team placement in tournaments and playoffs are as follows:

- a) Head to head games results and the team with the best record advances.
- b) The ratio of points for divided by points against using games only between teams involved.
- c) If still not settled, then the points for / against ratio involving all teams in the division or pool.
- d) If still not settled, then the most points scored by a team during that specific round of pool play against all teams.
- e) If still not settled, then the lowest points against by a team during that specific round of pool play against all teams.
- f) If still not settled a coin toss will be used.
- g) The above sets out the ways ties are broken in EYBA play. The computer program EYBA uses to facilitate its program is not a deciding factor if it does not comply to the above.

Team and Player Registration [See EYBA website]

League and Tournament Play [See EYBA website]

SECTION 6 – CODE OF CONDUCT [See EYBA website]

SECTION 7 – DISCIPLINE [See EYBA website]

SECTION 8 – CRIMINAL RECORD CHECKS [See EYBA website]

SECTION 9 – PRIVACY [See EYBA website]

EYBA Spring League 2019 Rules and Regulations

(Modifications of FIBA/EYBA hand book for spring league only)

1. Coaches are required to ensure fair playing time for all participants. The goal of the league is to offer a positive skill development opportunity for all participants.
2. Four 9-minute quarters (stopped time) per game. Teams must have a Minimum of five players present at the start of each game or game will be forfeited.
3. All games will be played on 10-foot hoops.
4. Wide key will be used (where available)
5. One full timeout in first half. Two full timeouts in the second half.
6. End of regulation play is the final outcome (no overtime—except for playoffs).
- A. Playoff OT will be 3 minute OT periods until a winner is decided
7. Only players on the official team roster as of April 1, 2020 are allowed to play—no substitutions unless cleared by the league commissioner
8. Teams must supply their own basketballs.
9. The league has the right to suspend any players or coach for any misconduct or inappropriate behavior. The decisions of EYBA Discipline are Final.
10. All teams are guaranteed 10 games.
11. Carded officials will be used for all games.
12. Each team is responsible to provide one minor official and one clean up official.
13. Any inappropriate behaviour by fans/parents could result in immediate expulsion of the team from the league.
14. All concerns or complaints should be addressed to the EYBA Executive Director to be then forwarded to EYBA Discipline.
15. The boys divisions for U15/U17 will use the size 7 basketball.
16. U17/U15 Girls and U 13 Boys and Girls divisions will use the size 6 basketballs.
17. U11 will be use the size 5 basketball.
18. Zone Defense is permitted in the U17 league only.
19. Man-to-man Full Court Pressure is allowed in all leagues except U11 Division. In the U11/U13/U15 leagues, players must drop back to man-to-man defense when the ball crosses half court. For all divisions, if there is a point spread of 20 or greater, the team that is ahead CANNOT full court press.
20. All team members must meet the age restrictions for their division of play. No overage players will be allowed.
21. The foul line for the U11/U13 boys and girls division will be moved in 2 feet from the 15' line.
22. There will be no refunds to any team, for any reason, after the first game day.
23. Any EXHIBITION game will NOT count in the standings.

PLAYOFF ADVANCES / TIE GAMES:

1. Head to head game results and the team with best record advances.
2. The ratio of points for divided by points against using games only between teams involved. Our association uses a point spread of 20 points to discourage teams from running up the score.
3. If still not settled, then the points for/against ratio involving all teams in division or pool.
4. If still not settled, a coin toss will be used.
5. Any team that forfeits, or fails to show up for a playoff game, may be subject to a fine, up to a maximum of \$500.00.