

VENTURA COUNTY YOUTH BASKETBALL CONFERENCE WINTER SEASON PLAYING RULES

(Part of the VCYBC By-Laws Article XVIII Section B)

A. OFFICIAL RULES

1. THE OFFICIAL RULES REGULATING PLAY WILL BE THE OFFICIAL NFHS/CIF BOYS SCHOLASTIC BASKETBALL RULE BOOK, WITH THE MODIFICATIONS AND CHANGES STATED HEREIN.
2. The conference is divided into two divisions:
Junior Division: Boys grade 4; Girls grade 5
Senior Division: Boys grades 5-8; Girls grades 6-8

B. TIMEKEEPING

1. The rest interval after the first and third quarters is two (2) minutes and at half-time it is 5 minutes
2. Time will be kept only by a timekeeper on the official time clock or watch. The home team must provide the official clock, timekeeper, and scorekeeper, all of whom must be 16 years of age or older. The visiting team may have a representative present at the scorer's table to keep their own score book and watch the clock. **THE HOME TEAM'S SCORE BOOK IS THE OFFICIAL SCORE BOOK FOR ALL CONFERENCE GAMES.**
3. Timekeepers and scorekeepers are officials of the game and **MUST** refrain from showing any undue emotions during the game. Scorekeepers after the third and before the beginning of the fourth quarter shall notify the opposing team scorekeeper, the official conference representative and coaches of any player who has not played a full quarter (Junior Divisions only).
4. The clock will be stopped on the whistles that indicate personal fouls, technical fouls, time outs, jump balls, and at the judgment of the referee. All quarters are Stop-Clock unless the Mercy Rule is in effect. (Exception: See #7 below)
5. Games consist of four eight-minute quarters. In the case of a tie there will be a three-minute overtime period. If the score is tied at the end of overtime, there will be successive three-minute overtimes until a winner is decided.
6. No shot-clock is to be used.
7. Mercy Rule. If a team has a lead of 30 points or more at the end of the first half, there will be a running clock during the second half. If a team has a lead of less than 30 points at the end of the first half, but 20 points or more at the end of the third quarter, there will be a running clock in the fourth quarter. If the lead is reduced to 10 points or less at any time in the second half, the stop clock rule will be re-instituted.
8. Point of clarification – each team is allowed 3 full time-outs and 2 thirty second time outs per game. One additional time-out is granted for each overtime.

C. PLAYING TIME

1. In the Junior Division, each player in uniform must play at least one full quarter per game. He will enter at the start and play an entire quarter. Any quarter played will satisfy the minimum play requirement. **FAILURE TO PLAY ALL TEAM MEMBERS IN UNIFORM AT LEAST ONE FULL QUARTER WILL RESULT IN FORFEITURE FOR THE OFFENDING TEAM.** The only exceptions shall be a player being injured to the point where he is unable to continue play, and a player fouling out of the game before satisfying his minimum play requirement. Ejected players must remain on the bench unless released to parent or guardian supervision.
2. In the event 8 players or less are present for a Junior Division game, each player on that team must sit out one (1) full uninterrupted quarter unless all players on that team play at least three (3) full uninterrupted quarters. A player who has not sat his/her full quarter may re-enter the game in the event of injury or foul disqualification if they are the only alternative available. The score-keeper will inform the officials of any potential violation of the rule at the time it is identified.
3. There is no minimum playing time rule for the Boys' and Girls' Senior Divisions.

4. Absent players must be listed in the official score book stating the reason for absence. Any player being benched for disciplinary reasons shall not be allowed to appear in uniform. He is not to be allowed to participate in the pre-game or half-time warm-up. VIOLATION OF THIS RULE COULD RESULT IN A FORFEIT TO THE OPPOSING TEAM.
5. It is the responsibilities of the coaches, not the officials, to monitor playing time in the Junior Division.

D. COURT DIMENSIONS

1. No team shall be approved to play home games unless it has an official size court or its court is approved by the VCYBC Board of Directors.
2. Modified free throw line distances are used in the following Divisions:
 - a. Junior Division boys and girls use a "medium" free throw line two (2) feet in from the normal free throw line. All other divisions will use the normal free throw line.
 - b. The home team will be responsible for measuring and marking the floor with tape for the shortened free throw lines.
3. The home team shall provide a suitable bench area for the visiting team, which must be within reasonable proximity for the court, and the visiting team must use the bench area provided.
4. No parent or unauthorized personnel shall be allowed on the court during a game. Game officials shall instruct Coach and Conference Representative to clear the court should this condition arise.
5. Players and the score table shall be on a separate side from spectators.

E. OFFICIAL BALL

1. The official ball shall be:
 - a. Number 6 (28.5 or Intermediate) "Ladies" basketball, leather or synthetic for the Boys 4th-5th grades and all Girls' Divisions.
 - b. Boys grades 6-8 will use a "regulation size" leather or synthetic leather ball.
 - c. The home team is responsible for providing the game ball.

F. SAFETY EQUIPMENT

1. There shall be a standing committee of not less than three members appointed by the Commissioner to make recommendations regarding the safety of facilities within the conference and other safety factors, which may affect the participants.
2. Standard safety equipment at each gym shall include:
 - a. All players wearing glasses MUST wear an eyeglass headband to hold their glasses on.
 - b. Kneepads are optional safety equipment, but are recommended for use.
 - c. Athletic supporter or briefs are required for boys. No underwear (boxer-style shorts) may be worn that shows outside of the uniform.
 - d. Home teams must have available a first aid kit capable of handling the minimum of minor bruises and cuts. An ice bag or cold packs must also be available for injuries.
 - e. ALL COACHES MUST CARRY THEIR PLAYER CONTRACT WITH THEM AT ALL TIMES, SINCE THERE IS A MEDICAL TREATMENT AUTHORIZATION SECTION THAT IS NECESSARY TO HAVE BEFORE A DOCTOR CAN OR WILL TREAT A SEVERELY INJURED PLAYER.

G. GAME INJURIES

1. An injured player for whom the clock must be stopped, or for whom the ready-for-play signal is delayed, shall be replaced until the next normal substitution break. Unless, the team with the injured player uses a time out to buy that player back into the game.

H. UNIFORMS

1. Jerseys of opposing teams should be of contrasting colors. Deviation to this should be clarified at the time of team certification, and approved by the Board of Directors. In the event of conflicting colors, it will be the responsibility of the HOME team to have contrasting jerseys.

2. A T-shirt may be worn under the jersey, but it must be the same color as the jersey.

3. Spandex is allowed but must be the same color as the shorts.

4. All players on the same team must have matching uniforms with numbers. Failure to have matching uniforms with numbers will result in a technical foul to start the game.

I. SPORTSMANSHIP

1. Suspensions

(a) ANY COACH, MANAGER, CONFERENCE REPRESENTATIVE, OR PARENT(S) WILL BE AUTOMATICALLY SUSPENDED AND BARRED FROM FURTHER PARTICIPATION FOR CHASTISING, BELITTLING OR SWEARING AT ANY OFFICIAL, WHETHER AS A MEMBER OF A TEAM IN PLAY OR AS A SPECTATOR AT A CONFERENCE GAME. THERE ARE NO EXCEPTIONS. THE BOARD OF DIRECTORS WILL DETERMINE THE LENGTH OF THE SUSPENSION.

(b) Any player, coach or spectator ejected during the course of a game is automatically suspended for the next game. The Board of Directors will review the ejection and may, in its sole discretion, extend the length of the suspension.

During the suspension period, the individual suspended is not allowed in the gymnasium during a game.

2. Team sportsmanship:

a. All coaches and players shall conduct themselves in a sportsmanlike manner before during, and after the game. MANDATORY.

b. Before the game, the coaches will make sure that his players stay off the playing floor until it is time for them to take the floor for their game.

c. If players are not involved in the game, they will not be allowed on the playing floor to shoot baskets between quarters except during half time. It is the coach's responsibility to monitor his team's behavior during the game.

d. At the start of the game, all players and coaches may meet at center court to shake hands and get to know each other (sportsmanship).

e. After the game is over, regardless of who has won or lost, both teams and coaches will meet at center and shake hands in a sportsmanlike manner.

f. The Conference Representative will strictly monitor these events.

J. GAME MANAGEMENT

1. The home team Conference Representative or an approved alternate **must be present at all games** to see that each game is conducted in line with the aims and goals of the VCYBC. It is his responsibility to stop play and correct any situation not in keeping with good sportsmanship. Some of his specific duties are:
 - a. Introduce coaches and referees.
 - b. Monitor or assist in the proper fulfillment of time keeping and score keeping.
 - c. Review and interpret conference rules.
 - d. Control improper behavior of anyone present and stop any situation that interferes with the orderly progress of the game.
 - e. Warn a coach regarding the conduct of his spectators toward the officials. A second warning may result in a technical foul on the bench.

K. PROTEST PROCEDURE

1. No game may be protested using the judgment call of an official or his interpretation of the rules as the basis of the protest. All decisions of officials are final.
2. Any game that has been declared a "protested game" must have a full and complete written protest submitted, by the head coach, to the Commissioner or local Conference Representative within 24 hours after the incident. Conference Representative upon receiving a written protest MUST notify the Commissioner, General Manager, Secretary or Treasurer by telephone to advise of a protest situation.
3. The Commissioner shall appoint a three-man protest committee to review all protested situations. This committee shall consist of three Conference Representatives, none of whom shall represent either city or club involved in the protest situation.
4. THE DECISION OF THE PROTEST COMMITTEE SHALL BE A FINAL DECISION.

L. DEFENSE (Junior Divisions: Boys 4th and Girls 5th)

1. A man-to-man defense must be used at all times in the front court with the exception that double-teaming or trapping the man with the ball is allowed within 19 feet from the baseline (from the regulation free throw line to the baseline).
2. The "no zone" rule is interpreted by the officials and their decision is final. The following guidelines are used to aide the officials in the interpretation of this rule:
The front court man-to-man defensive rule shall be: When a defensive player's assigned man is playing within or near the "key" area, the defensive player must guard him closely. When the offensive player clears the "key" area, then the defensive player must at least clear the "key" area in the direction of his man. Defensive man must have one hand and one foot pointed towards his offensive player.

A warning will be issued by the referee for the first zone violation. The second such violation will result in a technical foul on the offending team.
3. Zone defense and double teaming is allowed in the back court during a press situation.
4. Senior Divisions may use any defense desired.

M. FULL COURT PRESSING

1. Full court pressing is allowed as follows:
 - a. 4th Grade Boys and 5th Grade Girls ... the last three minutes of the second and fourth quarters.
 - b. All other divisions may press the entire game.
 - c. All divisions can press the entire overtime period.
2. Full court pressing is not allowed when a team is leading by 20 points or more.
3. Pressing is defined as closely guarding opponents in areas other than the front court so as to harass them, attempting to cause steals or turnovers.
4. In the above "press restricted" Divisions, if the team getting control of a defensive rebound attempts a fast break situation, then the ball is in open play in the back court area, and the offensive team waives their right to uncontested passage to the front court and may be pressed by the defensive team.
5. When the pressing situation is not in effect, once a player gains complete control of a defensive rebound and is clearly not attempting a fast break, the opposing players must immediately retreat and allow the team with possession to bring the ball up court uncontested.
If a player or players forget the "no press" rule and causes a turnover or jump ball in the back court or mid-court area, except during a fast break situation, the official shall warn the offending team and award the ball out of bounds to the team with rightful possession. Repeated violations may result in a technical foul.

N. THREE-POINT SHOTS AND TIME IN THE LANE

1. All Divisions will play 3 seconds in the key per CIF Rules.
2. The three-point shot is valid in all divisions, on floors where the 3 point line is clearly marked.