



## Pleasanton Youth Basketball (P.Y.B.) Rules Grades 1-4

The Pleasanton Youth Basketball League (PYB) uses basic high school playing rules with modification as listed. **The philosophy of this program is that everyone plays at least half of each game. It is mandatory that coaches adhere to this philosophy.** In addition, no player will be dropped from any team due to lack of skill; nor should any player be penalized playing time for any reason except by PYB rules. This sport program stresses the promotion of team play while teaching skills and creating an atmosphere of sportsmanship. C.I.F. Rules prohibit high school team players from participating in non high school leagues. High school teams can be severely penalized for violations.

### **Players**

Each team in each division will have approximately the same number of players. Only the Department of Parks and Community Services has the authority to ADD players to a team. A player may not participate until the "Player Information Form" is submitted and the player has registered with the Parks and Community Services Department.

### **Court and Equipment**

1. UNIFORMS: Each player will be issued a uniform, which is kept by the player at the end of the season.
2. SHOES: Players must wear gym or tennis shoes (preferably white colored soled shoes) in a game or at any practices conducted in gym facilities.
3. BASKET HEIGHT:
  - a) Grades 1-2, the basket height is eight (8) feet.
  - b) Grades 3-4, the basket height is ten (10) feet.

### **Game Start, Timing and Scoreboard**

1. TIMING:
  - a) Running Time for two twenty (20) minutes halves. The clock will not be stopped during play with the following exceptions:
    1. Coach's or Official's Time-Out. Teams will be allowed two (2) 20 second time-outs per half.
    2. Substitution at the 15, 10 and 5-minute marks of each half.
    3. On-court injuries. (Note: If the clock is stopped for an injury, the injured player may leave the game if he/she is unable to continue. The player substituting for the injured player and the injured player will trade spots on the substitution grid. Both players will then enter and leave the game based on the revised grid.)
2. OVERTIME: There will be no overtime in regular season games. *(A game can end in a tie.)*

### 3. SCOREBOARD:

- a) Staff may turn off the scoreboard at anytime.
- b) Players, coaches and parents are not allowed to approach the scorer's table during the game. Any person in violation will cause his or her team to receive a team technical foul and that person may be asked to leave the facility. Exception is players and coaches may approach the scorer's table for substitution purposes. Coaches may also approach to check on players and team fouls.

### **Substitution**

1. Coaches must adhere to the player's substitution grid.
2. A player substituting for an injured, fouled-out or ejected player will continue to be rotated into the game as scheduled on the substitution grid.

### **Ball Possession**

#### 1. POSSESSION AFTER SUBSTITUTION MARK:

The team in control or possession of the ball immediately prior to the 15, 10 or 5-minute substitution mark retains possession of the ball when play is resumed. (*A team does not have to try to "beat" the clock by shooting before these substitution marks.*) If a shot was attempted or made at the substitution mark, the non-shooting team is awarded the ball when play is resumed. The ball is thrown-in at the mid-court line.

2. POSSESSION AFTER HALFTIME: At the end of the first half, the possession arrow is "flipped" to indicate possession of the ball at the beginning of the second half.

### **Illegal Defense**

1. Grades 1-4 must play a zone defense (e.g., 2-3, 1-3-1, 2-1-2, 1-2-2) within a designated area "the Cone Zone". If a 3-point line is not marked cones will be placed on the sidelines to indicate the 3-point line. No form of person-to-person defensive coverage (e.g., box and 1) is allowed in Grades 1-4. In addition, a team cannot defend outside of their defensive 3-point line once the opponent team has gained control or possession of the ball outside of that defensive 3-point line.

PENALTY: Any violation of the above will be considered as Illegal Defense. For Grades 1-4, any Illegal Defense will result in the opponent team awarded possession of the ball at the mid-court line.

2. For Illegal Defense purposes:

- a) A team is consider defending outside of their defensive 3-point line if, while touching the ball or defending an opponent (e.g., intercepting a pass, shielding a player that does not have the ball), any part of a defensive player's body is touching an area outside of their defensive 3-point line. It is also considered to be Illegal Defense if a player jumped across their defensive 3-point line to intercept the ball.
- b) The team on defense cannot be called for Illegal Defense when the ball is within their defensive 3-point line.

### **Violations**

#### 1. KEY VIOLATION:

- a) Grades 1-2 (Instruction Leagues): Staff will determine if appropriate.
- b) Grades 3-4 (Recreation Leagues): Five (5) seconds in the key.

#### 2. TEN (10) SECONDS VIOLATIONS:

a) Grades 1-4: The mid-court line is not in effect. However, anytime the offensive team has possession of the ball in the area outside of their offensive 3-point line, they have ten (10) seconds to advance the ball within their 3-point line. Otherwise, it is considered as a Delay of Game violation and the ball awarded to the defensive team. As the mid-court line is not in effect, there is no “over and back” violation.

### **Fouls**

1. Grades 1-4: A player with five (5) personal fouls will be considered as having “fouled-out” and immediately replaced with any eligible player. If a fouled-out player has not been rotated into the game a minimum of four (4) times as scheduled on the substitution grid, the coach may choose to rotate that fouled-out player into the game at his or her next scheduled play time. However, if a fouled-out player had been rotated into the game four (4) or more times per the substitution grid, that player will no longer be allowed to re-enter the game. A fouled-out player who commits a foul after re-entering a game will again be immediately replaced with any eligible player.
2. A coach/player charged with a technical foul is considered ejected, immediately removed from the game and cannot re-enter the game for any reason.

### **Free Throws**

1. Grades 1-4 will not shoot free throws, regardless of the number of team fouls. However, beginning on the 7<sup>th</sup> team foul, an offensive player fouled is awarded one (1) point. Also, anytime a player is fouled while shooting, the player fouled is awarded two (2) points plus one (1) additional point if the shot is made. When a team is awarded a point as a result of a personal foul, it is considered the same as if that team had made a free throw; therefore possession of the ball is awarded to the opponent team. (Exception: for a technical, flagrant or intentional foul, the team awarded the two (2) points and is also awarded the ball.)

### **Safety Regulations:**

1. All players wearing glasses must have unbreakable lenses.
2. No climbing gym bleachers or other equipment at games and practices.
3. Officials, Programs Leaders and Gym Monitors must check for safety measures at all times.
4. Officials must control all games from any intentional rough play.
4. Earrings should be removed. Wristwatches, bracelets or other jewelry that may cause an injury are not to be worn by players in games or practices. Determination at league officials’ discretion.
5. No food or drink inside of middle school Gymnasiums.

### **Sportsmanship and Conduct:**

1. Standings are not kept – **EVERYONE WINS.**
2. PYB tradition calls for teams and coaches shaking hands at game conclusion.
3. Adverse spectator reaction towards officials will not be tolerated.
4. All participants (players and coaches) will conduct themselves in a manner conducive to good sportsmanship and will observe the basketball rules in effect. Any participant exhibiting unsportsmanlike conduct will be subject to removal from the game at the discretion of the Referee or PYB City Staff.
5. Coaches/players that receive a technical foul during a game are considered ejected and must immediately leave the facility. Those who do not cooperate will be permanently banned from all City sponsored sports programs. **PARTICIPANTS EJECTED FROM A GAME OR PRACTICE MUST MEET IN PERSON WITH THE PYB SUPERVISOR BEFORE PLAYING THEIR NEXT GAME.** Any participant/spectator who commits physical or verbal abuse of an official or PYB personnel will be banned from the league.