

## 2014 STANDING RULES REVISED 9/18/2013

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# REDONDO BEACH YOUTH BASKETBALL (RBYB) 2014 STANDING RULES

## Revised 9/18/2013

## I. LEAGUE STRUCTURE

- A. **Divisions:** Eight (8) Divisions may be established within the RBYB program.
  - 1. High School Division Boys may consist of participants in the 9<sup>th</sup> through 12<sup>th</sup> grades. Girls may register and be drafted to play in the HS division with the boys, unless there are sufficient girls to create a minimum of two girls only teams.
  - 2. National Division (boys) and Ocean Division (girls) may consist of participants in the 7th and 8th grades.
  - 3. American Division (boys) and Pacific Division (girls) may consist of participants in the 5th and 6th grades.
  - 4. Clinic Division (boys) and Wave Division (girls) may consist of participants in the 3rd and 4th grades.
  - 5. Breakers Division (coed) may consist of participants in the 1<sup>st</sup> and 2<sup>nd</sup> grades. (Added 1/06/08)
- B. **Division Composition:** Each division <u>may</u> play, as one division with a champion for each division. If there are more than eight teams in a division, the Board may elect to split that specific division.

#### C. Teams:

- 1. The number of games each team play will be decided each year subject to gym availability.
- 2. Each team will consist of a maximum of eight (8) players. The Board reserves the right to approve teams with either more or less players.

## I. <u>LEAGUE STRUCTURE</u> continued

#### D. Division Post Season Playoffs & Championship:

- 1. Divisions with fewer than four (4) teams:
  - a. The team with the best overall record shall be declared the Division Champion.
  - b. In the event two (2) or more teams tie for first place, the Division Champion shall be determined as follows:
  - c. By the best record in games between (among) the tied teams.
  - d. By a playoff game(s), if practical, as established by the appropriate Athletic Director.
  - e. If a playoff game(s) is not practical, the tied teams shall be declared cochampions.
- 2. Divisions with Four (4) and less than or equal to Eight (8) teams:
  - a. A playoff tournament shall be established in which four (4) teams will be entered and be seeded from 1 4 in order of best overall record and tie breakers. The number one seeded team shall play the number four seeded team, and the number two seeded team shall play the number three seeded team. The winners shall play a championship game
  - b. Tie breakers which determine entry into the playoffs shall be in the following or:
    - 1). Best record in games between (among) the Tied teams.
    - 2). A playoff game(s), <u>if practical</u>, as established by the respective Athletic Director.
    - 3). Fewest season points allowed during league play.
  - c. Tie breakers which only determine seeding in the playoff tournament shall be in the following order:
    - 1). Best record in games between (among) the tied teams.
    - 2). Fewest season points allowed during league play.

## I. <u>LEAGUE STRUCTURE</u> continued

#### D. Division Post Season Playoffs & Championship: continued

- 3. Divisions with Nine (9) or more teams:
  - a. A playoff tournament shall be established in which a minimum of six (6) teams will be entered
  - b. The playoff brackets will be determined by season final standings.
  - c. Tie breakers which determine entry into the playoffs shall be in the following or:
    - 1). Best record in games between (among) the Tied teams.
    - 2). A playoff game(s), <u>if practical</u>, as established by the appropriate Athletic Director.
    - 3). Fewest season points allowed during league play.
  - d. Tie breakers which only determine seeding in the playoff tournament shall be in the following order:
    - 1). Best record in games between (among) the tied teams.
    - 2). Fewest season points allowed during league play.
- 4. Division championship structure will be determined by gym availability.
- 5. Breakers Division Championship games will be played with all teams playing in pseudo championship games. Teams will be paired for these games by the Division Athletic Director. Each team in this division will be awarded as champions.

## I. <u>LEAGUE STRUCTURE</u> continued

#### D. Division Post Season Playoffs & Championship: continued

6. Playoff & Championship Team Rosters: In order to prevent coaches from discouraging, or covertly/blatantly omitting players from post season playoffs in order to improve chances of winning coaches will be required to prepare and provide a playoff roster for their team to their respective Athletic Director and/or League President. Coaches must provide their roster within 3 days of learning that their team has made the post season playoffs. Along with this, coaches must provide a written reason from the parent(s) of any player from that team who will not be able to participate in any post season games, which will be verified by the respective Athletic Director. Additionally, the Board reserves the right to follow up with any and all parents, who keep their players out of the post season, as to the reason for the absence. Any failure to comply may result in a disqualification of the coach or team to participate during post season playoffs and/or in forfeiture of any game(s) already played. All decisions regarding disqualification and/or forfeiture will be made by the respective Athletic Director and/or League President and must be approved by majority vote of the board of directors.

#### E. Awards

- 1. It shall be the intent of the organization to provide an award to each participant. This will be structured by the Board of Directors and will be contingent upon current year's financial status.
- 2. All Star selection and subsequent award is based on that season's performance of the player selected. Alternate players that are placed on an All Star team to fill out the team for tournament play will not be eligible for an All Star Award.
- 3. All Star announcements, notifications and awards will be part of the closing ceremonies. Both the announcements and notifications will be made by the respective Athletic Directors.
- 4. An Indoctrination Meeting shall take place immediately after the closing ceremonies by either the All Star coaches or the Athletic Director.

## I. <u>LEAGUE STRUCTURE</u> continued

#### F. All Star Teams / All Star Selection Process:

- 1. On line player evaluation rankings by head coaches shall take place at least two weeks before the last scheduled games. Overall player ratings will be determined in a draft-like fashion. Up to 45 players from each division will be nominated for the all star selection process.
- 2. A coach will be allowed to name from his/her team up to three (3) players for the all-star nomination process. In Divisions with eight (8) or fewer teams, the Athletic Director may ask for more than three (3) nominations per team.
- 3. Player eligibility shall be based on the following criteria:
  - a. The nominations for all-star selection shall be based on a player playing 75% of the respective team's games. Added players after the season has started shall be based on the available number of games.
  - b. The player has not violated the RBYB Player Rules of Conduct, as defined in the Standing Rules, Para. IX, during the season. This will be reviewed by the all-star committee.
  - c. The player can participate in the All-Stars' Tournaments.
- 4. All Star teams will be selected by secret ballot by the head coaches in their respective Divisions.
  - a. Each coach will vote for eight (8) players.
  - b. In the event that a head coach or the assistant coach of record votes for fewer or more than eight (8) all stars picks, the difference will be voted on or deleted by the athletic director of that Division.
  - c. The individual ballot for all stars will be for eight (8) all-stars selected by the coaches. In the event of a tie the respective players involved in the tie will be re-voted on by the coaches. Only those players involved in the tie are eligible for a re-vote.
  - d. The remaining two (2) players will be selected by the all star coach, with the approval by the athletic director and the President. The selection shall be off the nomination list.

## I. <u>LEAGUE STRUCTURE</u> continued

#### F. All Star Teams / All Star Selection Process: continued

- 5. All Star teams will be selected by secret ballot by the head coaches in their respective Divisions.
  - a. Each coach will vote for eight (8) players.
  - b. In the event that a head coach or the assistant coach of record votes for fewer or more than eight (8) all stars picks, the difference will be voted on or deleted by the athletic director of that Division.
  - c. The individual ballot for all stars will be for eight (8) all-stars selected by the coaches. In the event of a tie the respective players involved in the tie will be re-voted on by the coaches. Only those players involved in the tie are eligible for a re-vote.
  - d. The remaining two (2) players will be selected by the all star coach, with the approval by the athletic director and the President. The selection shall be off the nomination list.
- 6. The All Star Coaching position will be a selection and approval by the RBYB Board of Directors. The All-Star Coach **must be available** to attend all All-Star Tournaments.
- 7. If an appointed coach does not want to coach, the respective Athletic Director will appoint a coach(s) from the list of board approved coaches and assistant coaches for that season. All star coach is by board approval and needs to be from the ranks of RBYB.
- 8. An assistant All Star coach shall be picked by the All Star coach from Board approved coaches and assistant coaches for that season.
- 9. All stars will be announced on the league's Web Site with the All-Star Coach.
- 10. It is the intent of this organization that All Star players receive a special award to recognize their status as All Stars.

## I. <u>LEAGUE STRUCTURE</u> continued

#### F. All Star Teams / All Star Selection Process: continued

- 11. Alternate players may be placed on the All Star Team only when a player(s) will not be available for tournament play and/or age or school grade restriction would make an All Star ineligible for play.
  - a. Such selection of alternate players will be consistent with the existing selection policy of all stars off the nomination list of players, with the approval of AD, if the AD is an all star coach, the selected player will need to be board approved.
  - b. It shall be the responsibility of the All Star head coach to maintain a roster of ten (10) players.
- 12. All post season competition will be coordinated by the Tournament Director and must have RBYB Board of Directors' Approval. Any violation of this rule will result in automatic removal of the All Star head coach.
- 13. Tournament play will consist of one (1) away tournament and one (1) home tournament, more than that must have board approval and will be the sole financial responsibility of the all star teams players and parents.
- 14. The All star committee will consist of a minimum of two (2) board members and the AD of that division; unless the AD is listed as head coach a board appointed AD will then take his/her place.
- 15. The equipment manager will hold the uniform deposit of (\$50.00). If the all star uniform is not returned by the weekend following the last tournament game the check will be cashed.

## II. ELIGIBILITY OF PLAYERS

- A. Players <u>must</u> play at their respective grade level.
- B. Players either older or younger than their grade level may be placed in a grade level equal to their age if requested by a parent, coach, or RBYB Board Member, and the RBYB Board of Directors deems it to be in the best interest of the player and/or the league.
- C. In the case of a player with a physical or mental handicap, a player may be placed down in a lower division grade level if requested by a parent, coach, or RBYB Board Member, and the RBYB Board of Directors deems it to be in the best interest of the player and \or the league. (Revised 12/31/07).

## III. COACHING ASSIGNMENTS

- A. All coaches are subject to the approval, by a majority vote, of the RBYB Board of Directors.
- B. The coaching staff of each team must consist of one Adult (age 18+) head coach, one assistant coach of record and any other assistant coaches that the head coach may request, all subject to RBYB Board of Directors approval. Only two (2) coaches and the members of the team are permitted on the bench during the game.
- C. All coaches must be willing to subject themselves to a LIVESCAN background check in accordance with State of California Child Abuse statutory requirements. (Added 12/31/07).

## IV. SIGN UPS

- A. The Registrar will prepare a list for each Division to be given to the Athletic Directors containing the eligible players for the draft.
- B. A Player is eligible for the draft when the following conditions have been met:
  - 1. All fees must be either paid or a scholarship submitted at the time of sign up.
  - 2. He/she has completed the player evaluation or tryout process, and has
  - 3. A signed (hand written or electronic) Medical/Liability Release waiver form on file.
  - 4. A signed Code of Conduct form on file.
- C. **Each Division wait-list** shall consist of all players (formerly known as free agents) who were not drafted and all late sign ups.
- D. **Each Division wait-list** will remain confidential with the Registrar and the President. All players who were not drafted and all late sign ups will be placed on the waiting list and assigned to teams as follows:
  - 1. Returning Resident Players
  - 2. Returning Non-Resident Players
  - 3. Former(Did not play in the prior year) Returning Resident Players
  - 4. Former(Did not play in the prior year) Returning Non-Resident Players
  - 5. New Resident Players
  - 6. New Non-Resident Players

Please note: A resident player is defined as a player who either lives within the city limits of Redondo Beach or has a Parent/Guardian employed by the City of Redondo Beach.

## V. DRAFT PROCEDURE

- A. All eligible players shall be rated to their respective ability based on experience, club team participation, height, try-out results, and other intangibles. Rating of players is not an exact science. However, it is the responsibility of the respective Athletic Directors and coaches to rate all players as honestly and truthfully as possible.
- B. The draft is considered a blind draft, since no team has been assigned a respective coach or assistant coach.
- C. A special session of the Athletic Directors and Head Coaches will be called to organize the players in a balanced team concept. The session shall be provided a 2 hour block, however more or less time may be warranted due to division size.
- D. Each Head Coach and Athletic Director will be provided either the Player Evaluation Form or an equivalent listing of the try-out information for their respective league.
- E. Prior to the draft, each Head Coach and/or Athletic Director will provide a list of the top 50 Players for their respective division.
- F. Prior to the draft, the Athletic Director shall produce "3 X 5" Cards with the following information:
  - 1. Respective players' names.
  - 2. Players ID Number, e.g. NTL6000.
  - 3. Players measured height, jump and reach information from the try-outs.
  - 4. Players Club Team Participation or Prior All Star Team status
  - 5. Other pertinent information, including Special Request restrictions.
  - 6. Coach Player "C" Designation.
- G. The proper number of teams and expected number of players shall be labeled horizontally from 1-14, on a wall or other surface, as appropriate. Draft Rounds 1-8 will be labeled vertically to the far left side, so that player cards can be mounted.

## V. <u>DRAFT PROCEDURE</u> continued

- H. During the special session, the "3 X 5" Cards will be affixed to the wall or other surface, as appropriate. The top fifty players shall be placed in order, with the remaining players listed by height.
- I. The Head Coaches and the Athletic Directors shall agree on the 50 top players, before continuing the draft. The Athletic Director shall provide the final vote, where disagreements occur among coaches.
- J. After agreeing to the Top 50 players, and the lowest 2 rounds of players, the players shall be snaked as follows:
  - 1. The lowest two rounds are snaked, starting with the lowest ranked player in the last round of team number one. The second lowest player on team number two, and so on.
  - 2. The first player shall be placed on team number one, the second player on team number two, and so on.
  - 3. The last team will have the last pick of the first round and the first pick of the second round. The players will be placed in reverse order. Thus the "snaking" affect in the draft.
  - 4. The third round starts with the last team and the snaking continues through the top 50 players.
  - 5. After the 50<sup>th</sup> player is placed in order, then the remaining players will be placed by height and grade.
- K. Alternatively, the players may be placed by position. For example the top 10 guards are placed on teams 1 through 10. Then the top 10 Centers are placed on teams 10 through 1. Then the top 10 Forwards are placed on teams 1 through 10. And the 11<sup>th</sup> through 20<sup>th</sup> top guards are placed on teams 10 through 1. The remaining players are snaked back and forth by overall ability.
- L. After all the players have been drafted, each team shall be reviewed for team balance. For example, height and ball handling capabilities. Each team should have a true point guard and a capable center. If an imbalance occurs, then players will be adjusted by "trading" players in equal rounds.
- M. After each team has been reviewed for balance, all Head Coaches and Athletic Directors must agree that each team is balanced, prior to continuing onto the team Coach assignment process. If no agreement, then the Athletic Director makes the final judgment.

#### TEAM BLIND DRAFT PROCESS

- N. After the agreement, the numbers of teams are written on a piece of paper, with one piece equating to one number. The papers are folded and placed in a hat or suitable container.
- O. The Head Coaches are provided the opportunity to pull a number to determine draft order. After the first set of numbers are pulled, then the coaches are allowed to select a team by "pulling" a team number or another acceptable means to determine team selection.
- P. Each Coach shall be assigned a team. If a coach is missing, the Athletic Director shall select a number for the missing coach.
- Q. Coaches will complete a 3X5 card indicating their Last Name, Team Name, Practice Day(s), Practice Time, and Practice Location. This will be affixed above each team number based on the draw in Step P above.

#### PLAYER TRADE PROCESS

- R. If a coach's son, daughter, or relative is on another team, there are three options he may use to affect a trade: (1) the player will be swapped for the equal round player on the coach's team. Or (2) He may request to swap the entire team for the team that his child is on, which must be agreed to by the Head Coach who has that team. Or (3) He may request to trade 2 players for 2 players. For example, the coach's son, daughter, or relative is a third round selection, then the third round selection shall be "traded" to the other team as compensation. Head Coaches with no player in the Division may request to designate a player as "child" for his team. This must be made known and approved by the Division Athletic Director prior to the Draft.
- S. After the coach's son, daughter, or relative has been swapped, the teams will again be reviewed for balance. The Athletic Director will provide solutions for balancing and will seek concurrence from the Head Coaches in attendance. A Head Coach must allow the trade, if it is in the best interest of RBYB.
- T. Assistant Coach trades are only allowed if the "trade" maintains the league balance and only under the approval of the majority of Head Coaches in attendance and the Athletic Director.
- U. All other "Trades" for Car Pooling, Practice Site Designations, and similar reasons are allowable on a case-by-case basis and require approval of the majority of the Head Coaches in attendance and Athletic Director. At all times, league balance must be maintained.

- V. IF A HEAD COACH OR ATHLETIC DIRECTOR LEAVES THE SESSION, the draft is closed and no "trading" is allowed, after the teams have been selected.
- W. All players must be notified within one week of the draft. If a coach has not been selected, the AD will be responsible for notifying the players.

## VI. RULES OF PLAY

#### A. All RBYB Divisions

- 1. CIF rules shall be used except where superseded by rules stated by RBYB herein.
- 2. Four (4) quarters, each ten (10) minutes of duration; running clock will be used. The clock will stop on the whistle the last minute (1) of the 2<sup>nd</sup> quarter. Additionally, the clock will stop on the whistle the last two (2) minutes of the 4<sup>th</sup> quarter, only if the difference between the two teams' score is within 10 points or less.
- 3. Man-to-Man Defense must be used in the front court during the first half of the season except for Breakers and Wave divisions. Zone defenses are only allowed in backcourt presses during this time. Game Officials will sound whistle to stop play. (Section added 12/31/2007). Penalties for failing to comply are as follows:
  - a. First infraction will result in a warning to coach.
  - b. Second infraction will result in the loss of a team time out.
  - c. Third infraction will result in a technical foul being charged to the player.
- 4. Teams with a lead of twenty (20) points or more **may not Full Court Press** the opposing team at any time. After one warning by the referee, failure to abide by this ruling will result in a technical foul called against the coach.
- 5. With a 30 Point Lead by one team, it will be at the discretion of either coach to remove the score from the Scoreboard. If both coaches cannot agree, an RBYB Board Member will make the final decision.
- 6. Players must be in proper uniform to be eligible to play. Proper uniform will consist of league-issued shorts and top. **All undershirts must be white in color**. No jewelry of any type will be permitted during game time. Additionally, gumchewing is prohibited.
- 7. A regulation 29.5" CIF ball will be used for the Boys. A regulation 28.5" CIF Ball will be utilized for all Girls' Divisions, Clinic Division and Breakers Division.

## VI. RULES OF PLAY continued

#### A. All RBYB Divisions, continued

- 8. Four (4) time outs per game. There will be one additional timeout per overtime period. Each time out will be 30 seconds in length. Remaining time outs may not be carried over into any subsequent overtime periods.
- 9. Time permitting; there will be a three minute half-time and a one minute break between the quarters.
- 10. If an overtime period is required, it will be of 2-minute durations, with one timeout per overtime period. The clock will stop on the whistle provided that the score between the two teams is within 10 points or less.
- 11. The foul disqualification will be 5 fouls per player/game. However, the Wave, Clinic and Breakers Divisions will have 6 fouls respectively.
- B. Special Rules for Girls' Wave, Boys' Clinic, and Breakers Divisions
  - 1. Full court press allowed during the last two (2) minutes of the second and fourth quarters only. Teams with a lead of twenty (20) points or more **may not Full**Court Press the opposing team. After one warning by the referee, failure to abide by this ruling will result in a technical foul called against the coach.
  - 2. Players will be allowed five (5) seconds in the key and will use the shorter free throw line (12-foot line). This line shall be taped on the floor and shall also designate the limit of the five second area.
  - 3. A 28.5" ball will be used.
  - 4. Wave Girl's Division will have one floor Official and one score table person officiating the games. (Added 9/2008)

## VI. RULES OF PLAY continued

- C. Special Rules for Boys/Girls Breakers Division (added 12/31/07)
  - 1. There will be only one floor referee and one scorekeeper/clock junior official required to officiate at Breaker division games.
  - 2. Game score will be recorded in Scorebook only and not displayed on the Scoreboard.
  - 3. Each team will be given 15 minutes to warm up before the start of the game.
  - 4. Playing time will consist of four (4) eight minute quarters.
  - 5. Player substitutions are allowed at any time during the game.
  - 6. Special Hoop backboard lowered to a height of 7-1/2 to 8 feet will be used for all games.
  - 7. There will be NO overtime periods.
  - 8. Players may not press or closely guard the player with the ball until the ball crosses the red line past the center court line.
- **D**. Special Rules for Girls Wave, Pacific, and Ocean Divisions (added 10/16/12)
  - 1. All Girls Division teams are allowed to begin a game with 4 players without forfeiting.
  - 2. If a team starts the game with 4 players, the 6-man rule will only apply if two additional players arrive after the start of the game but before the beginning of the third quarter. Refer to Late Arriving Player section VII. C for additional details.

## VII. PLAY TIME REQUIREMENTS – ALL DIVISIONS

#### A. Coach Official Roster Check In:

- 1. Coaches must provide a COMPLETE roster to the official scorekeeper prior to the start of the game. All players, whether in attendance or not, must be listed.
- 2. Coaches must indicate on the official score sheet any ineligible players present at the game due to illness or disciplinary action.

#### B. Eligible Players At Start Of Game

- 1. Coach will inform scorekeeper of all eligible players IN ATTENDANCE prior to the start of the game and will also advise scorekeeper of any Absent players, expected Late players and players being subject to disciplinary action prior to the start of game. This will establish the playtime requirements for those players only. If only 6 players are eligible, the scorekeeper and head referee will inform the opposing coach.
  - i. Players on teams with 6 or less players prior to the start of the game are required to play a <u>minimum of 3 full-uninterrupted quarters</u>. Additionally, the opposing coach may (at his/her option) select 2 (two) players that MUST SIT one full-uninterrupted quarter of the game. This selection must be made prior to the start of the game; and noted by the Scorekeeper in the Scorebook.
    - 1. The other 4 (four) players may each play a full or partial 4<sup>th</sup> quarter or may sit an entire quarter. The coach may decide this as the game is played
    - 2. If the opposing coach is not informed of a 6 player situation, then whenever he becomes aware of this, the game is stopped so he may designate 2 players to sit.
    - 3. If the coach failed to inform the scorekeeper that only 6 players were eligible, a technical will be called against the coach.
    - 4. If play is stopped during the 3<sup>rd</sup> quarter, the opposing coach picks one player to sit the remainder of the 3<sup>rd</sup>, and another player to sit the 4<sup>th</sup>.
    - 5. If play is stopped after the 3<sup>rd</sup> quarter, the opposing coach picks one player to sit the remainder of the game.
  - ii. Players on teams with 7 or more players prior to the start of the game are required to play a **minimum of 2 full-uninterrupted quarters** and also required to sit a **minimum of 1 full-uninterrupted quarter**. Additionally, each player must appear in the first and second halves.

## C. Late Arriving Players

- 1. Any player arriving late must immediately check-in with the official scorekeeper. The official scorekeeper will identify the quarter in which the late player checked in and indicate that quarter next to that players name on the official score sheet.
- 2. Any player arriving after the start of the first quarter but before the beginning of the third quarter is required to play a minimum of 1 full-uninterrupted quarter. If the late player represents the 7<sup>th</sup> or higher person in attendance he/she is not permitted to enter the game until after completion of the 1<sup>st</sup> quarter.
- 3. Any player arriving during the third quarter will not be required to play a minimum number of quarters. Play time decisions for third quarter arrivals will be left to the discretion of the coach.
- 4. Any player arriving after the start of the fourth quarter will be declared ineligible and cannot play.
- 5. Late arriving players take playing time away from original players. If any of the original players end up sitting **more than one** (1) full quarter, then all of the original players must sit **at least one** (1) full quarter.
- 6. All of the original players must play at least two (2) full quarters.

## REDONDO BEACH YOUTH BASKETBALL (RBYB) 2014 STANDING RULES

Revised 9/18/2013

D.

NUMBER of PLAYERS	PLAY TIME REQUIREMENTS
7 or more eligible players available to start the game	All eligible players present to start the game must play at least 2 uninterrupted quarters and sit at least 1 uninterrupted quarter (cannot be modified for late arrivals). Players must appear in both the first and second halves.
6 or less eligible players available to start the game	All eligible players present to start the game must play at least 3 uninterrupted quarters. Additionally, the opposing coach (at his/her option) will select two players that MUST SIT one full-uninterrupted quarter. This selection must be made prior to the start of the game and cannot be modified for late arrivals. Players must appear in both the first and second halves
8th player arrives late but prior to start of 3rd quarter	Late arrival must play at least 1 uninterrupted quarter Eligible players present to start the game must continue to play at least 2 uninterrupted quarters and sit 1 uninterrupted quarter (per above)
7th player arrives late but prior to start of 3rd quarter	Late arrival must play at least 1 uninterrupted quarter.  If late arrival(s) play a total of 2 or more quarters, then all players present to start the game must sit at least 1 uninterrupted quarter.
6th player arrives late but prior to start of 3rd quarter	Late arrival must play at least 1 uninterrupted quarter Eligible players present to start the game must continue to play at least 3 uninterrupted quarters with no mandatory "sit" requirements (per above)
Any player arriving after start of 3rd quarter but prior to start of 4th quarter	No mandatory play requirements for late arrival (coach's decision) If any eligible player present to start the game only plays 2 uninterupted quarters, then every player shall be required to sit I uninterrupted quarter.
Any player arriving after the start of the 4th quarter	<u>Declared ineligible and cannot play</u> . Balance of players continue to adhere to play rules associated with number of players present to start the game (per above)
applicable to each late player will apply	Example: If a 7th player arrives during the 1st quarter and an 8th player arrives during the 3rd quarter then the 7th player will be required to play at least 1 uninterrupted quarter and the 8th player's time will be left up to the discretion of the coach.

## VII. PLAY TIME REQUIREMENTS continued

#### E. Special Playing Time Clauses

If a player should be unable to continue a game due to illness, injury, ejection or fouling out, then the playing time and "must sit out" rules will have been considered as having been met for that player. If a player is out due to injury or illness, the player substituted in will have been considered as having met the "must sit out" rules.

If a temporarily injured or ill player is able to reenter the game, they must replace their substitute at the next stoppage of play. This quarter still counts as a full quarter sat for the substitute and a full quarter played for the injured/ill player.

If the injured or ill player waits until a later quarter to reenter the game, then the quarter with the injury/illness will count as a partial quarter played for both the injured/ill player and the substitute. Both players must sit another entire quarter and must play two other entire quarters. This is to prevent a coach from keeping a weaker player on the bench after a minor injury, so that a stronger player can get more playing time.

In addition, each player must sit out 1 full-uninterrupted quarter unless to do so would cause the team to be left with fewer than five players on the floor. This will be allowed if the team suffers injury, illness, fouling out or ejection thus rendering the team to less than 5 players (i.e. A team maintains 7 players before the start of the game; One player fouls out, another player is injured and the third player is sitting out his mandatory quarter, then the player that is sitting out his quarter may re-enter the ballgame in order for his team to participate with 5 players on the floor.

If a team maintains 6 players before the start of the game, then the 6 PLAYER RULE will be in effect. Additionally, if a team has only 6 players and 2 of the players foul out, then the team must participate with 4 players. Only eligible players will be allowed to re-enter a ballgame. Players that are either fouled out or ejected will not be allowed to re-enter the contest.

## F. Play Time Violation Game Forfeiture

Any team, failing to adhere to the above referenced playing time rules and regulations will result in a forfeiture of the game. There will be no exceptions to this rule.

## G. Proper Uniform

- 1. The uniform issued by RBYB will be worn for all league games. All undershirts must be all white in color.
- 2. Either basketball shoes or suitable gym shoes will be worn at all league games. Basketball "slip-ons" are not permitted. Also, the shoes must have non-marking soles.
- 3. Basketball shorts shall not be worn below the waist line or expose a player's boxers or briefs. Additionally, jersey tops must be "tucked-in" at all times.
- 4. A team technical foul may be given to each player in violation of these uniform requirements.

## VIII. OFFICIALS

- A. All officials must arrive 15 minutes before their assigned game time.
- B. Referees:
  - 1. Two (2) referees will be scheduled for each game. There will be a CIF-certified Referee and a Junior Referee. There must be at least one referee for the start of each game. If for some reason the scheduled referees fail to show, anyone may referee the game if both head coaches agree.

#### C. Timer:

- 1. The official timer will be assigned by RBYB. The timer will be responsible for operating the time clock and scoreboard.
- 2. The official timer will also be responsible for monitoring the possession arrow both on the scoreboard and at the scorer's table. (12/31/07).
- 3. If RBYB does not assign an official timer, the home team is responsible for providing a timer for that game.
- 4. RBYB shall provide a reserved time keeping device at every game. In the event that the official timing device malfunctions during a game, the reserve time keeping device will be used and will become the official time keeping device for that game and all other games thereafter, while the original device is not working.

#### D. Scorekeeper:

- 1. One (1) official scorekeeper will be assigned by RBYB. If no scorekeeper is present, a Board member will assume responsibility for scorekeeping.
- 2. The scorekeeper will be responsible for the accuracy of the score, recorded timeouts, and recorded fouls in the official scorebook.
- 3. The scorekeeper will ensure that each eligible player has met the playing time rules. (9/11/09)
- 4. The scorekeeper shall clearly indicate in the scorebook any player absences or late arrivals. (12/31/07)
- 5. The scorekeeper shall clearly indicate in the scorebook all player substitutions for injuries or ineligible player status due to foul disqualification, noting quarter and time left on the clock. (12/31/07)
- 6. The scorekeeper shall record all timeouts and fouls accurately in the scorebook.
- E. At no time shall any personal electronic devices be visible or in use at the scorer's table.
- F. At no time shall food or snacks other than water/drink(s) be visible at the scorer's table.

## IX. RULES OF CONDUCT

- A. All CIF rules of conduct will apply except where added to or superseded by the rules of RBYB stated herein.
- B. Players will not be allowed to bring balls into the gym while games are being played.
- C. Non-playing persons, including referees, will not be allowed to bring balls on the court while play is suspended.
- D. The following offenses by players shall be considered to be the basis for disciplinary action with possibility of dismissal from RBYB without refund:
  - 1. Fighting
  - 2. Use of profanity or taunting
  - 3. Insolence or misconduct directed toward another person.
  - 4. Missing practices
  - 5. Destruction of public, school, or RBYB property.
- E. All disciplinary action resulting in the benching of a player must be reported to the Athletic Director or President not less than 24 hours prior to the game at which the player is to be benched. The Athletic Director or President will investigate the offense and rule.
- F. If a player is benched from a game, it must be logged in the scorebook before the start of that game. The opposing coach must also be notified prior to the start of the game.

## X. GENERAL RULES FOR COACHES

- A. A coach is always under the scrutiny of his players and should therefore always behave in an exemplary manner.
- B. Head coaches shall instruct the fundamentals of competitive basketball under the rules and policies of RBYB to the youth of the organization emphasizing the objective of RBYB as contained in these standing rules and the constitutional by-laws.
- C. The head coach shall maintain control of the team and coaching staff at all times when assembled for practice or league play and shall be responsible for the actions of the coaching staff. At no time is a coach or assistant coach allowed to remove a child from his team without written notice from the parent and approval from the Division Athletic Director.
- D. At no time will there be more than two coaches on the bench during a game; the head coach and the assistant coach of record.
- E. Coaches must hold one parent meeting prior to the start of the season practice. This meeting must be held before league play starts to organize team parents and to inform the parents of team policies.
- F. The head coach shall be responsible for the distribution and collection of league equipment to and from members of their team. They shall exercise good judgment in maintenance of such equipment with the cooperation of the equipment manager.
- G. Head coaches are responsible for notifying players of practice schedules and supervising practices.
- H. Coaches are responsible for cleaning their bench area after each game and at the same time will be responsible for keeping their team members off the bench area to allow the coaches of the prior game to clean the area. Continuous infractions may lead to punishment, including forfeiture of games.
- I. The coaches of the last two teams in each gym shall be responsible for replacing all equipment used and cleaning the gym. The Board of Directors will make every effort to equitably distribute this responsibility among teams, preferably with a set schedule established at the beginning of each season. The Board of Directors will define cleanup responsibilities in written detail each year.

## X. GENERAL RULES FOR COACHES continued

- J. A coach who continuously abuses the rules and regulations of RBYB shall be brought before the Board of Directors for disciplinary action with the possibility of suspension from the organization.
- K. The home team shall occupy the bench to the right of the center court line, as the court is faced from the bench area.
- L. The following shall apply to all coaches at all levels:
  - 1. The use of profanity by any coach at any time, during practice or game situations, will not be tolerated by the RBYB Board under any circumstances. If it is reported to the Board that coaches have been using profanity towards any of the players, parents, other coaches, referees, or any other person during an official RBYB function or RBYB practice, that the coach will be brought before the board and reprimanded/counseled. If there is a second incident reported, that coach will be removed from his/her position, and immediately replaced with the assistant coach.
  - 2. The use of any alcoholic beverage before, during, or after any RBYB function is prohibited, while on the gym premises. The Board stresses that all coaches use discretion when consuming any type of alcoholic beverage before any RBYB function, therefore coaches shall not consume any type of alcoholic beverage before practices or games, to ensure that there is no detectable odor of alcohol on them.
  - 3. The use of any type of tobacco products are prohibited on school grounds in Redondo Beach, and the Board discourages the use of tobacco products while participating in any type of RBYB function.
  - 4. Coaches shall not approach a league official, referee, player or parent at any time in a confrontational matter before, during or after any game. Doing so, will be cause for disciplinary action by the Board with the possibility of suspension from the Redondo Beach Youth Basketball organization.

#### M. Approved Practice Facilities

1. Coaches will be assigned practice times and locations at the beginning of the season. Coaches are only to use approved practice locations. All teams with the exception of Breakers Division teams must practice at approved Redondo Beach locations, which are Adams Middle School, Parras Middle School, and Perry Park in the City of Redondo Beach. Breakers Division teams will be assigned to a

Redondo Beach Elementary School property. Any coach who holds a practice at any other site that is not pre-approved by the RBYB Board of Directors shall be removed from his/her position, and immediately replaced with either the assistant coach or another coach to be selected by the Athletic Director and approved by the Board.

2. In preparation for tournament play, an all-star coach may request to practice at an off-site facility. This request must be submitted in writing to the Athletic Director at least 10 days prior to the desired practice. This must be approved by the Board of Directors prior to the practice being held. Any all-star coach who holds a practice at an off-site practice location that is not approved by the board shall be removed from his/her position, and immediately replaced with either the assistant coach or another coach to be selected by the Athletic Director and approved by the Board.

## XI. PROTEST

- A. A protest shall be provided in writing by hand or email and be submitted to the Athletic Director or President within 24 hours of the presumed infraction. If an Athletic Director or President is not available at the gym, a phone call or email must be made to the President in order to make the protest.
- B. The President shall form a committee of the Athletic Director, who shall act as chairman, and/or non-coaching Board Member and two coaches from outside of the league from which the protest is being received shall review and rule on each protest. No person related to a protest may become a member of the committee.
- C. Only violations of rules (CIF or RBYB) will be grounds for submitting a protest.

  Judgment calls by an official will not be grounds for a protest.
- D. The protest committee will rule if a protest is valid or invalid and make the appropriate rulings.
- E. The protest committee shall inform the Board of Directors of the results of every ruling on a protest.
- F. If a game is under protest, a written statement reporting the basis for the protest and requesting a review by the protest committee must be submitted to the Athletic Director or President within seventy two (72) hours after the protest is made, along with a protest fee of \$25.00.

- G. Protesting Coach the following procedure will apply:
  - 1. The protesting coach will call time out for protest and note the time with the scorekeeper. A timeout will be charged to the protesting coach.
  - 2. The scorekeeper will inform both coaches that the game is being played under protest.
  - 3. The scorebook will be signed by the protesting coach and the scorekeeper will note the score at the time of the protest.
  - 4. The scorekeeper will note personal fouls, team fouls, time outs, and all other pertinent statistics which affect the outcome of the game.
- H. The \$25.00 protest fee will be returned if the protest is upheld by the committee.

## XII. SPONSORS

- A. Sponsor fee for each team will be:
  - 1. Team Sponsor One Hundred Fifty dollars (\$150.00) includes team plaque.
- B. Coaches who obtain sponsors for their team will receive the following:
  - 1. For the first team/league sponsor, twenty-five dollars (\$25.00) for their team fund.
  - 2. For the second team/league sponsor, fifty dollars (\$50.00) for their team fund.
  - 3. For the third team/league sponsor, seventy-five dollars (\$75.00) for their team fund.
  - 4. For four or more team sponsors, a total of fifty percent (50%) of the sponsor fee for their team fund.
- C. Team fund moneys will be spent on the players of that team only, not on any other person affiliated with the team.
  - 1. Team fund moneys may be spent on additional equipment for that team at the approval of the Board of Directors. Such equipment will be considered property of RBYB.

- 2. Exception: Personalized equipment which is purchased with the team funds such as warm-up jackets, sweat pants, shoes, and the like will become the property of that player to whom it has been issued.
- D. At the end of the season, any remaining team fund monies will be withheld until that team's equipment has been returned to the Equipment Manager.
- E. All team funds will be kept in the RBYB treasury and will be disbursed by the Board of Directors at the written request of that team's head coach.
  - 1. Such request will include what the money will be spent on, how much money is to be spent and where the money will be spent. All such use of team funds will be verified with receipts within a reasonable time period after spending the money. Such receipts will be submitted to the Treasurer.
  - 2. The sponsor fee of one hundred fifty dollars (\$150.00) will go to RBYB Treasury in its entirety when RBYB provides the team with a sponsor.
- F. Donations of any type and amount will be considered RBYB donations.
- G. All sponsors/donors will be recognized by the Board of Directors, e.g., team pictures, certificates, etc.

END OF STANDING RULES Updated 9/18/2013