

Coventry Youth Basketball Association, Inc.

House Rules

1. Divisions

- a. The League will be subdivided into twelve divisions. The designated divisions are: Legends, Continental, American, National, Big East, Instructional, Lady Continental, Lady American, Lady National, Lady Big East, Lady Instructional, and Little Legends.
- b. All divisions will be broken down by player age (as of September 1st) as follows:
 - i. Legends - 18+ years old
 - ii. Continental & Lady Continental - 15, 16, and 17 years old
 - iii. American & Lady American - 13 and 14 years old
 - iv. National & Lady National - 11 and 12 years old
 - v. Big East & Ladies Big East - 9 and 10 years old
 - vi. Instructional & Lady Instructional – 7 and 8 years old
 - vii. Little Legends - 5 and 6 years old

2. Teams

- a. Teams are competing units containing eight to ten players in their respective age group for said division. Each team will be assigned one adult Head Coach.

3. Players

- a. Any youth, six to seventeen years of age, apart from Legends players who are eighteen plus years of age (as of September 1st), who is properly and duly registered with the league. All players must conform to the rules of eligibility.

4. Coaches

- a. All coaches must be recorded with the league. Information required is: name, address, phone number, and, if applicable, active dependent's name.
- b. Prospective coaches must provide the above information to the league for consideration by the President for a Head Coaching position. All prospective coaches recommended by the President must receive majority approval of the Executive Board and must pass a BCI check.
- c. Assistant Coaches are appointed at the discretion of the Head Coach and serve with the approval of the President and Executive Board. All prospective assistant coaches must pass a BCI check.
 - i. Players are never assigned to a team because of a relationship to an Assistant Coach.

5. Evaluations

- a. An evaluation must be conducted at least two weeks after the official registration period.
- b. All players (apart from Legends and Little Legends players) who did not participate in the league the previous year, who are moving into another

division, or who were excused from their previous team, must present themselves at the evaluation for their respective division.

- c. The conducting of the evaluation will be the responsibility of the Executive Board with the assistance of Division Representatives.

6. Draft

- a. Instructional teams will not be drafted. This division will be fairly assembled by the Division Representative(s).
- b. The drafting of players shall be held as soon after tryouts as possible
- c. The following players are subject to be drafted:
 - i. All new players to the league.
 - ii. All players who have changed their division affiliation.
 - iii. Any player who has been excused from their previous team.
 - iv. Any returning player who was removed from the league the previous year for discipline reasons and was granted reinstatement by the Executive Board.
 - v. Any player from a disbanded team.
 - vi. Any player who did not play or participate the previous year; except as noted in paragraph 6. d.
- d. The following players are not subject to be drafted:
 - i. Eligible returning players to an established team.
 - ii. Brothers, sisters, stepbrothers, or stepsisters of players already assigned to an established team.
 - iii. Any returning player who did not play the previous year because of an injury or illness, unless they meet other requirements of paragraph 6. c.
 - iv. Brothers, sisters, stepbrothers, and stepsisters or any combination thereof, will be drafted as a single unit, however, will be considered individually as members of a team.
- e. The draft will consist of all persons meeting the qualifications as outlined in paragraph 6. c.
- f. Players who fail to present themselves at evaluations:
 - i. If a player has been a member of a travel team within the past two seasons, that player is draftable in the normal course.
 - ii. If a player is of a known level of development, which is, or can be verified by three or more coaches, that player, upon **unanimous decision** of the coaches attending the draft, is draftable in the normal course.
 - iii. If a player did not attend evaluations, and that player's level of development cannot be verified by three or more coaches attending the draft, OR, the coaches attending do not **unanimously agree** upon that player, then that player is **undraftable** and shall be assigned to a pool.

- iv. Upon completion of the normal course of the draft, players assigned to the pool will be chosen at random to fill team rosters, using the same draft order, until every player is assigned to a team.
- g. Children of the Head Coach will be automatically placed on the team if they have not been on an All-Star team in the last two seasons.
 - i. Children of the Head Coach who have been on an All-Star team will be taken in the round assigned to them by the All-Star Coach. A player who received a (1) will be a first-round pick. A (2) is a second-round pick and a (3) is a third-round pick.
 - ii. In the event that siblings are both All-Star players and both receive the same rating, then one sibling will be taken in the assigned round and the other sibling will be taken in the following round.
 - iii. If ratings from the All-Star Coach are not available, all All-Star players will be taken in the second round.
 - iv. A coach's child will not need to be re-drafted until they move divisions.

7. Draft Rules and Procedures

- a. These rules and procedures are for all divisions apart from Instructional and Legends and Little Legends.
- b. Teams may not have more than seven players of the same age on their initial roster.
 - i. Coaches will be advised of the number of specific age players they are allowed to draft, prior to holding the draft.
 - ii. Exceptions:
 - 1. Additions to a roster when openings occur after the draft, from the waiting list.
 - 2. The available player pool will not allow drafting of the correct age players.
 - 3. The addition of a brother, sister, or child to a roster.
 - iii. To help control age disparity between teams:
 - 1. Draftable players of the older age bracket in any given division will be reserved for teams starting out with one or two players on their initial roster.
- c. Expansion Teams and Re-Draft Procedures
 - i. If a division has sufficient players signed up and the league is able to secure space, additional team(s) may be formed.
 - ii. added to a division, the draft procedures in 7. d. shall apply.
 - iii. If more than one team is to be added to a division, or if more than two teams with an initial roster of one player (whether they are expansion teams or not), a re-draft of that entire division will be required.
 - 1. *All decisions regarding expansion teams and re-drafts are at the discretion of the Executive Board.*

- iv. In the event of a re-draft of an entire division, the following procedures shall apply:
 - 1. All teams will be placed in a hat and drawn at random to determine the draft order with the first team drawn receiving the first pick, last team drawn receiving the last pick, ect.
 - 2. Once the draft order is determined, the draft will commence in an “up and down” format as shown in this example of a five team division.
 - a. 1st team – 1st pick, 2nd team – 2nd pick, 3rd team – 3rd pick, 4th team – 4th pick, 5th team – 5th pick, 5th team – 6th pick, 4th team – 7th pick, 3rd team – 8th pick, 2nd team – 9th pick, 1st team – 10th pick; continuing on in this fashion until each team is full.
 - 3. With the exceptions of Rules 7. d. and 7. f., all other rules regarding draft procedures shall apply to re-drafting of an entire division.
- d. For teams with initial rosters of one, two, or three players, the following procedures will be utilized in an attempt to equalize talent disbursement within each division.
 - i. A team starting with three initial players will receive an additional draft pick immediately after the end of the 3rd round. If there is more than one team with three initial players, they will proceed in the same draft order as the regular draft.
 - ii. A team starting with two initial players will receive an additional draft pick immediately after their 2nd round pick. If the team is within the 2nd half of the draft order (ex. 4, 5, or 6 in a six team division, or 5, 6, 7, 8, or 9 in a nine team division) then the additional pick would be immediately after the end of the 1st round.
 - iii. A team starting with one initial player, or less, will receive additional draft picks immediately after their 2nd and 3rd round picks. As above, if the team is within the 2nd half of the draft order, the additional picks would be immediately after the end of the 1st round and after the 2nd round.
 - iv. As stated in 7. a. iii., older age bracket players will be specifically reserved for teams starting with one or two initial players. Those players must, however, be taken as draft picks in the regular course of the draft and in the round all coaches from that division have agreed upon.
 - 1. Coaches will rate available older age players at evaluations in order to determine what round of the draft that player could reasonably be deemed to be chosen in.

2. Just prior to the draft, coaches will unanimously agree on a placement round for these players and the teams upon which they will be placed.
 - a. Placements will be made until such time as all teams have at least three players of the older age bracket or the older players available for drafting are depleted.
 - b. Teams with three to four players of the older age bracket are strongly urged to acquire additional older players, as available in the regular course of the draft, to promote age stabilization.
3. In the event coaches are not able to unanimously agree on a placement round for any given player, the Player Representative will make the final decision.
4. Restrictions would be:
 - a. A team starting with one player will not be required to utilize a pick for an older age player until it's 3rd pick of the draft.
 - b. A team starting with two players will not be required to utilize a pick for an older age player until it's 2nd pick of the draft.
5. In the event that an older age player is deemed to be a true 1st round pick, and, depending upon the overall number of older players available, the Player Representative will make a judgment as to whether that player should be draftable by any team, or if a one or two player team should be required to utilize a 1st or 2nd round pick.
 - a. If sufficient older players were available, you would leave the true 1st round player to be drafted in the normal course.
- e. When the pool of eligible players available to be drafted exceeds the league recommended level of ten players per team, but cannot be equally distributed (i.e., 108 players for a ten team division) all teams will draft until they fill the ten player roster. The remaining players will be drafted by a lottery system with no team adding more than one player. This same procedure would be used if the number of available players would exceed eleven players per team.
 - i. Teams that do not receive an extra player, in an unequal distribution, shall remain "in the hat", to be drawn at random when an additional player may become available.
- f. Teams in the Continental, American, National, and Big East (boys and girls) Divisions will draft players from the available player pool in reverse order of the past year's win/loss standings determined by the final playoff finish.

- i. Playoff brackets will be drawn up and round numbers will be assigned.
 - ii. As each round is completed, the losers of that round will have a higher draft position than the loser of the next round. The losers for each round are placed in reverse season ending record order.
 - iii. In the event of a tie in the season ending records of any given number of teams the following will be used as “tie breaking” methods:
 - 1. Head-to-Head game records
 - 2. Point spreads between head-to-head game records
 - 3. Coin toss
- g. If a division does not have enough participation to field enough teams the board will notify the individuals and may close the division.
- h. If a division does not have enough participation to field the same number of teams as the prior year, the board will either combine two teams in which have returning players or place players from those teams back into the draft pool. This is at the board’s discretion.

8. Waiting List

- a. There will be a waiting list in all divisions for all registrants that failed to register at the prescribed times and places, and were not available for evaluations, subject to the availability of space and procedures.
- b. The placement of players from the waiting list will be accomplished on a first available space basis, with team age limitations a factor, if more than one team needs a player, and subject to 7. e. i. above. No player can be placed on any team 30 days after the start of the regular season practice schedule; exceptions are at the discretion of the Executive Board.

9. Rules Modifications

- a. Length of game
 - i. Games are forty (40) minutes long, divided into two (2), twenty (20) minute periods.
 - ii. Time keeping
 - 1. The first eighteen (18) minutes of the first period and the first eighteen (18) minutes of the second period will be played under “running time”
 - 2. The clock will stop only for foul shots, time-outs, or when there is a significant interruption in play (e.g. injury).
 - 3. The final two (2) minutes of each period will be played under “stop time”.
 - 4. The clock will stop for all of the above reasons and when the referee blows the whistle. The clock starts when the referee signals (by chopping down right arm).
 - iii. Half Time

1. There will be 3 minute intervals between periods.
- iv. Overtime
 1. If teams are tied at the end of regulation time, a three (3) minute overtime is conducted.
 - a. The first two (2) minutes are played under “running time”.
 - b. The final minute is played under “stop time”.
 2. If teams are tied at the end of the first overtime, a one (1) minute overtime is conducted under “stop time”.
 3. If teams are tied at the end of the second overtime, a third overtime is conducted under, “stop time” and ends when the first basket is scored (either a field goal or a free throw).+
 4. A one minute break is held between the end of the game and each successive overtime.
- v. Timeouts
 1. Each team receives two (2) full timeouts (60 seconds) per half. No carryovers.
 2. One time out is granted for overtime.
- vi. No Humiliation Rule
 1. A team with a lead of twenty (20) points or more may not use a full court press.
 2. Definition of a full court press: none of the players of a team which is holding the lead may guard any opposing player in the back court until the ball or player in control of the ball has passed the half-court line.
 3. Fastbreaks will not be allowed against a team down by twenty (20) points.
- vii. Mercy Rule (Legends only)
 1. If a team is up by thirty (30) points with ten minutes left in the game, the game is over.
 2. If a team is up by twenty (20) points with five minutes left in the game, the game is over.

10. Minimum Fifteen (15) Minute Playing Time / Five (5) Minute Substitution Rule

- a. **ALL** players will receive an **absolute minimum** of fifteen (15) minutes playing time. The minimum fifteen (15) minutes will be monitored by substitutions in five minute blocks of time.
- b. All players will receive a minimum of one (1) five minute block of time in the first half of the game and one (1) five minute block of time in the second half of the game, unless that player is late for the start of the game by more than the five minute mark of the 1st half (see c. ii. below) Similarly, all players are required to receive the minimum fifteen (15) minutes of playtime by the completion of the

seventh (7th) period of five minute blocks, or 30th minute of the forty (40) minute game.

- c. Only potential variations of the fifteen (15) minute rule would be:
 - i. If a player was being disciplined and the Division Representative, the opposing coach, and the player's parent or guardian were all made aware of the discipline.
 - ii. A player arriving late could receive a lesser amount of play time, proportionate to the amount of time they were late, **total time reduced not to be more than 5 minutes if the player arrived during the first half.**
 - iii. A player injured during the game and unable to continue, prior to having fifteen (15) minutes of play time.
- d. If you have seven (7) or more players the following rule applies:
 - i. During the 1st and 2nd halves of the game, each player has to sit one (1) five minute block.
 - ii. If a team has five (5) or six (6) players this rule does not apply.
- e. Scorers will be responsible for recording all substitutions during the course of the game.
 - i. Scorers will utilize the blocks in the score book normally reserved for "quarters played" and the "position" box (on the left hand side of the page) as follows:
 - 1. Divide the position box into four blocks, marking them 5, 6, 7, and 8.
 - 2. In the first half, use four "quarter boxes" for time played by marking box 1, 2, 3, or 4 for each of the five minute blocks, as they are played (i.e., box one for minutes 20-15; box two for minutes 15-10, ect). There should be exactly five boxes marked for each five minute period.
 - 3. In the 2nd half, use the "position" box to mark players needing additional minutes.
 - 4. With ten (10) minutes remaining and five (5) minutes remaining, the scorer will notify the referee if players have not received the minimum playing time.
 - 5. Scorers will be responsible to track each team to make sure they are in compliance with rule 10. c.
 - ii. Administration
 - 1. The clock will not stop on substitutions.
 - 2. Coaches should expedite the process by having substitutes check in prior to a five-minute interval and by indicating which players are remaining in the game.

- f. Players without 15 minutes must be played in their full five-minute blocks of play time. **There is no exception to this rule other than injury.** Substitution procedures are:
 - i. First half substitutions
 - 1. Substitutions are to be within the five minute blocks only in the first half. Reasoning: To minimize the advantage of a seven or eight man team versus an eleven man team.
 - ii. Second half substitutions
 - 1. Free substitutions within the five minute blocks would be allowed only with and for players who have completed their full fifteen (15) minutes.
 - 2. Substitutions as in D.1.a. above can be made while a team still has players who lack fifteen (15) minutes play time, as long as those players lacking fifteen (15) minutes are not involved in the substitutions.

11. Division Specific Rules

- a. **Continental & American Divisions (boys and girls)** will follow said rules:
 - i. All players must be in the uniforms provided by the League; failure to do so will make said player ineligible for that game.
 - ii. If a player arrives late, after the start of a contest, a proportional amount of mandatory playing time may be deducted from the fifteen (15) minute minimum time rule; but is not to exceed five (5) minutes if the player arrives in the first half.
 - iii. Any and all exceptions to the minimum time rule must be reported to the opposing Head Coach and Division Representative as soon as such exceptions are realized.
 - iv. Backcourt pressure can be employed by, or on, any player at any time during a game.
 - v. Each player is allowed five (5) personal fouls. On the fifth (5th) personal foul that player fouls out and is ineligible to play the rest of the game.
 - vi. Game ball size is 29.5
- b. **National Division** will follow said rules:
 - i. All players must be in the uniforms provided by the League; failure to do so will make said player ineligible for that game.
 - ii. If a player arrives late, after the start of a contest, a proportional amount of mandatory playing time may be deducted from the fifteen (15) minute minimum time rule; but is not to exceed five (5) minutes if the player arrives in the first half.
 - iii. Any and all exceptions to the minimum time rule must be reported to the opposing Head Coach and Division Representative as soon as such exceptions are realized.

- iv. Backcourt pressure can be employed by, or on, any player in the last eight (8) minutes of the second half and overtime.
- v. Each player is allowed five (5) personal fouls. On the fifth (5th) personal foul that player fouls out and is ineligible to play the rest of the game.
- vi. Game ball size is 29.5

c. **Lady National Division** will follow said rules:

- i. All players must be in the uniforms provided by the League; failure to do so will make said player ineligible for that game.
- ii. If a player arrives late, after the start of a contest, a proportional amount of mandatory playing time may be deducted from the fifteen (15) minute minimum time rule; but is not to exceed five (5) minutes if the player arrives in the first half.
- iii. Any and all exceptions to the minimum time rule must be reported to the opposing Head Coach and Division Representative as soon as such exceptions are realized.
- iv. Backcourt pressure can be employed by, or on, any player in the last four (4) minutes of the second half and overtime.
- v. Free throw shooters will start behind the free throw line, but shall not be penalized for crossing the free throw line once the ball is released, if the crossing is a continuation of the shot. The free throw shooter would not be allowed to continue forward progress for a rebound until the ball hits the rim, or it would be a violation.
- vi. Each player is allowed 5 personal fouls. On the fifth (5th) personal foul that player fouls out and is ineligible to play the rest of the game.
- vii. Game ball size is 28.5

d. **Big East Division** will follow said rules:

- i. All players must be in the uniforms provided by the League; failure to do so will make said player ineligible for that game.
- ii. If a player arrives late, after the start of a contest, a proportional amount of mandatory playing time may be deducted from the fifteen (15) minute minimum time rule; but is not to exceed five (5) minutes if the player arrives in the first half.
- iii. Any and all exceptions to the minimum time rule must be reported to the opposing Head Coach and Division Representative as soon as such exceptions are realized.
- iv. Backcourt pressure can only be employed by, or on, any player during the last four (4) minutes of the second half and overtime (if applicable).
- v. Free throw shooters will start behind the free throw line, but shall not be penalized for crossing the free throw line once the ball is released, if the crossing is a continuation of the shot. The free throw shooter would

not be allowed to continue forward progress for a rebound until the ball hits the rim, or it would be a violation.

- vi. Each player is allowed 5 personal fouls. On the fifth (5th) personal foul that player fouls out and is ineligible to play the rest of the game.
- vii. Game ball size is 28.5

e. **Lady Big East Division** will follow said rules:

- i. All players must be in the uniforms provided by the League; failure to do so will make said player ineligible for that game.
- ii. If a player arrives late, after the start of a contest, a proportional amount of mandatory playing time may be deducted from the fifteen (15) minute minimum time rule; but is not to exceed five (5) minutes if the player arrives in the first half.
- iii. Any and all exceptions to the minimum time rule must be reported to the opposing Head Coach and Division Representative as soon as such exceptions are realized.
- iv. No Backcourt pressure to be employed. No opposing player shall apply defensive pressure in the back court when possession of the ball changes.
- v. While attempting free throws, players may be allowed to move forward 12 inches in front of the free throw line if having difficulty reaching the basket from the established free throw line.
- vi. Each player is allowed 5 personal fouls. On the fifth (5th) personal foul that player fouls out and is ineligible to play the rest of the game.
- vii. Game ball size is 28.5

f. **Instructional & Lady Instructional Divisions** will follow said rules:

- i. All players must be in the uniforms provided by the League.
- ii. No backcourt pressure can be employed by, or on, any player. No opposing player shall apply defensive pressure in the back court when possession of the ball changes.
- iii. Additionally, no defense is allowed beyond the three point line.
- iv. While attempting free throws, each player is allowed to move forward 12 inches, if a player has difficulty reaching the basket from the established free throw line.
- v. The playing height of the basket will be 10 feet.
- vi. Players cannot foul out of a game. Upon a player reaching their fifth (5th) personal foul, the offended player will receive two (2) foul shots and the offended team will retain possession of the basketball.
- vii. No score will be kept in this division before Christmas.
- viii. Game ball size is 28.5

g. **Legends Division** will follow said rules:

- i. All players must be in the uniforms provided by the League; failure to do so will make said player ineligible for that game.
 - ii. No guaranteed playing time.
 - iii. Two (2) eighteen (18) minute halves.
 - iv. Backcourt pressure can be employed by, or on, any player at any time during a game.
 - v. Game ball size is 29.5
- h. **Little Legends Division** will follow said rules:
 - i. This is a clinic style division that may also include scrimmages. No official games will be conducted for this division.

12. Playoffs

- a. Playoffs will be held in all conferences except Instructional, Lady Instructional and Little Legends.
- b. All teams in the conference are eligible for playoffs.
 - i. Teams will be seeded according to their season record and placed in brackets according to the number of teams in the conference.
 - ii. The format will be single elimination.
- c. All players on a team's roster are eligible for the playoffs
 - i. Player eligibility is subject to restrictions herein.

13. Travel Teams (Allstars)

- a. Please note Exhibit A of the Bylaws Travel Team Selection Guidelines.

14. Round Robin

- a. At the discretion of the Board, a pre-season Round Robin will be conducted.
- b. Participating Divisions will be identified and a game schedule will be developed.
 - i. The Head Scorer will schedule volunteer scorers and timekeepers.
 - ii. The Head Referee will schedule volunteer referees.
 - iii. Scorers, time keepers, and referees will not be compensated.
- c. Games will be exactly twenty (20) minutes running time.
 - i. The clock will be stopped at five minute intervals for substitutions.
 - ii. Substitutions are not permitted, except at the five minute intervals.
 - iii. Timeouts are not permitted.
- d. Games will no count towards the teams' win/loss record.