

**VISTA RECREATION AND COMMUNITY SERVICES DEPARTMENT  
YOUTH BASKETBALL ASSOCIATION - RULES  
2018-2019**

Revised 9/13/18

**League and Players Placement**

1. League groups and age classifications will be as follows:

Biddyball:	Boys and Girls born in 2011-2013
Boys Lil Dunkers:	Boys born in 2010
Girl's Lil Dunkers:	Girls born in 2009-2010
Boys Division C:	Boys born in 2009 Players born in 2008, and in a grade no higher than 4 <sup>th</sup> are eligible
Boys Division B:	Born in 2007-2008 Players born in 2006, and in a grade no higher than 6 <sup>th</sup> are eligible.
Boys Division A:	Born in 2005-2006 Players born in 2004, and in a grade no higher than 8 <sup>th</sup> are eligible.
Boys Division AA:	Born in 2001-2004 Players born in 2000, and in a grade no higher than 12 <sup>th</sup> are eligible.
Girls Division B:	Born in 2007-2008 Players born in 2006, and in a grade no higher than 6 <sup>th</sup> are eligible.
Girls Division A:	Born in 2005-2006 Players born in 2004, and in a grade no higher than 8 <sup>th</sup> are eligible.

2. The National Federation State High School Association will govern all rules not covered in the City of Vista Youth Basketball Association rules.
3. A player may not play on more than one team in the YBA program.
4. Parents must petition the Advisory Board for a child to play up or down a division.
5. Divisions A,B,C,AA and Girls will employ the common draft in determining teams. Coaches will rate all players that participate in player assessment.
6. Player assessments are mandatory. Players who have not been assessed may be assigned teams at the discretion of the YBA Advisory Board.

7. Any trade at the draft must be done between two coaches. Only players who were present at the assessments are eligible for trade. Those players who were not present will be considered "Hat Picks" and are not eligible. If a coach's child is not present the panel of coaches and staff will determine the round they should be placed. Staff have the right to veto any trades in the interest of the league.
8. A player may be traded to another team with the consent of involved coaches, involved player's parents, and the advisory board. No trades may take place after the draft.
9. Players will be added to teams by the Recreation & Community Services Staff. Rosters shall be kept at eight (8) players whenever possible.
10. A confidential waiting list will be established to assist teams whose rosters fall below eight players. Players will be added at the discretion of the Advisory Board in the best interest of the league.
11. If a player is placed on a team in the wrong division for any reason other than an approved decision by parents and the advisory board, the child will immediately be placed on a team in his/her correct division. The team selection will be determined by the established process and administered by the department.
12. The official team rosters will be kept on file in the Parks and Community Services Dept.

### **LEAGUE FEES AND WHAT THEY COVER**

1. Individuals will be charged a registration fee. The fees will cover but will not be limited to the following:
  - a. Team registration
  - b. Team shirt and trunks for divisions A, B, C and AA.
  - c. Scorekeepers and officials
  - d. Player participation award
  - e. Awards - Individual trophies will be given out to the tournament champions, second, third and fourth place finishers and consolation winners and runners up.

### **CLOTHING AND EQUIPMENT**

1. Official team shirts and trunks will be given out to each player by the Parks and Community Services Department and must be worn as assigned. (Players are to wear only uniforms given by the department). No team sweatshirts or warm-ups will be allowed.

2. Tennis shoes or gym shoes must be worn at practice and games. No jewelry will be allowed on the court.
3. Each coach will be responsible for providing a basketball(s) for his/her team.

## **SPORTSMANSHIP**

1. Good sportsmanship will be expected at all times and under all circumstances; this includes parents and spectators, as well as participants.
2. Each coach should set a good example by walking over and congratulating the opposing coach.
3. Abusive language and insulting remarks or actions are not allowed. (See Coaches Code of Conduct for penalties).
4. Individual awards will be given to teams winning the league "Good Sportsmanship" award.
  - a. The award will be based on behavior of players, coaches, and spectators during and after the games.
  - b. Winners will be determined by a designated league representative who will grade the teams after each game.
  - c. Total points at the end of the season will produce a winner in each division.
  - d. Team Sportsmanship scoring will be as follows:
    - 1) **0- Unacceptable** - Includes any fighting, abusive language, and/or insulting remarks that are directed towards an official(s), scorekeeper, opponent, and/or opponent's coach by either the coach, player(s), and/or fan(s) of the team being rated; it also includes the failure by the team to abide by either the "every player must play rule" and/or "the 20-point lead rule" which have been outlined in this text and in the Coaches Code of Conduct.
    - 2) **1 - Poor** - Includes any of the infractions listed under the definition of an "unacceptable" score, only, in the opinion of both the scorekeeper and the officials was to a lesser degree, in terms of the severity by which they were violated.
    - 3) **2 - Average** - Is defined as having abided by all league rules in regards to sportsmanship, player participation, and the various rule modifications, only in the opinion of both the scorekeeper and the officials, was not deemed exemplary.
    - 4) **3 - Excellent** - Is defined as having abided by all league rules in regards to sportsmanship, player participation, and the various rule modifications, only, in the opinion of both the scorekeeper and the officials, was deemed exemplary.
5. Any player(s) involved in a fight will be suspended for the following two games.

6. Any player(s) involved in a second fight will be ejected from the league for the remainder of the season.
7. If a player is ejected from the game, they will remain on the bench under the coach's control. If a player continues to be a problem, the official may call a technical foul on the bench. If the problem persists after a second technical foul on the bench, the official may be forced to have the game forfeited.
8. Parents and or spectators are subject to ejection/suspension if they do not display "good sportsmanship". Any player/spectator who does not leave the site once they have been ejected/suspended will result in the teams forfeit.

## **PLAYER PARTICIPATION**

1. **The league philosophy that every child must play every game will be strictly enforced.**
  - a. **Divisions C, B, A, (boys): B, A (girls) -**
    - **All players are required to start either the 1<sup>st</sup> or 2<sup>nd</sup> half of the game and play five (5) consecutive minutes.**
    - **All players are required to play (5) consecutive minutes in each quarter.**
    - **Each player must play five (5) consecutive minutes in the half in which the player is not a starter.**
    - **Each player must sit out five (5) consecutive minutes at any point in the game.**
    - **The only exceptions to this rule are as follows: 1) Bona fide injury 2) Ejection 3) Fouling Out 4) Disciplinary reasons (must receive approval 24 hours prior to the game from the League Director in this case).**
  - b. **In Division AA:**
    - **All players are required to start either the 1<sup>st</sup> or 2<sup>nd</sup> half of the game and play four consecutive minutes.**
    - **All players are required to play (4) consecutive minutes in each quarter.**
    - **Each player must play four (4) consecutive minutes in the half in which the player is not a starter.**
    - **Each player must sit out four (4) consecutive minutes at any point in the game.**
    - **The only exceptions to this rule are as follows: 1) Bona fide injury 2) Ejection 3) Fouling Out 4) Disciplinary reasons (must receive approval 24 hours prior to the game from the League Director in this case).**
  - c. **If a player arrives after the start of the second quarter, he/she will be required to start and play five consecutive minutes in one quarter and five minutes in the other.**

If a team is found in violation of the player participation rule, the team will forfeit that game.

2. The "Player Participation Rule" may be dropped for the following reasons:
  - a. A player not attending scheduled practices and has not informed the coach in advance.
  - b. The player is being disciplined.
  - c. If a child reports late for a game. (Must be noted on score sheet).

A request must be made by the coach to the league director at least 24 hours prior to the game that they wish to discipline a player. Based on the department decision, the department will notify parents, player and coach of this decision. If a decision has yet to be made or if the coach has yet to hear back from the league director, the player in question must fulfill the "player participation rule".

## RULES AND REGULATIONS

1. Time Outs :
  - a. All teams will be allowed two times outs per half. Time outs may not be carried over from half to half.
  - b. The clock will be running throughout the game, except for time outs and the final two minutes of each half, which will be regulation time.
  - c. During substitutions (at the half way point of each quarter as well as the start of each quarter) all players must line up in front of the scorekeepers table to ensure all players have been accounted for. During substitutions the clock will continue to run.
  - d. Division AA will play four 8 minute quarters under regulation time.
2. Overtime:
  - a. Four minutes. (Two minute running clock and the last two minutes is regulation clock). Play until a winner is determined.
  - b. Teams will be given one additional time out for each overtime period.
  - c. Overtime is a continuation of the 4<sup>th</sup> quarter. (Time outs are carried over).
3. Division Rules:
  - a. Playing time for Division A, B, C, and Girls will be 4 ten minute quarters, running clock with the last two minutes of the 2<sup>nd</sup> & 4<sup>th</sup> quarters is regulation time.
  - b. Division C and Girls Division B players will shoot free throws from 13 feet with four lane spaces on each side.

- c. No backcourt pressure in Boys C and Girls B Division until the last two minutes of the 4<sup>th</sup> quarter. During the last two minutes of the 4<sup>th</sup> quarter only the team that is behind in the score may pressure the ball. If the score is tied no pressure may be applied in the backcourt. (Once in the front court, teams cannot return to the backcourt without a penalty).
- d. For the first five games in divisions Girls A and Boys B, no backcourt pressure is allowed until the final two minutes of the fourth quarter. During the last two minutes of the fourth quarter, only the team that is behind in the score may pressure the ball. If the score is tied, no pressure may be applied in the backcourt.
- e. There shall be one minute between quarters and five minutes between halves.
- f. All six divisions will use jump balls at the start of the first quarter and all overtime periods. Tie balls will alternate between teams and will be taken out of bounds.
- g. A forfeited game will count as a loss to the team that forfeits.
- h. When a team establishes a 20-point lead, they will not be allowed to implement a press or fast break, and the clock will not stop during the final two minutes of play.  
Penalty: 1) Verbal warning; 2) a verbal warning, accompanied by a technical foul; 3) coach's removal from the gymnasium, and additional technical foul, and a possible suspension (upon review) may be the result.
- i. A team may start a game with only four (4) players.

#### 4. **Rule Clarifications:**

a. Coaches must remain seated on the bench at all times while the clock is running or is stopped except to:

- (1) Confer with bench personnel and players during a charged time-out or between quarters and extra periods.
- (2) During substitutions all players must line up in front of the scorekeepers table to ensure all players have been accounted for.
- (3) To request a time-out
- (4) Attend an injured player when beckoned onto the court by an official.
- (5) Coaches may rise in front of their seats to spontaneously react to an outstanding play by a member of their team or to acknowledge a replaced player, but must immediately return to their seat.

Penalty: Technical Foul - Two free throws plus ball for division line throw-in. A technical foul is charged to the offender. A technical foul which is charged to the bench personnel is also charged indirectly to the head coach.

If the head coach is the offender, the foul is charged directly to him or her.

Note: The 2<sup>nd</sup> direct technical foul or the 3<sup>rd</sup> technical foul charged indirectly to the head coach will result in disqualification and ejection outside of the building.

- b. A person committing a flagrant foul will be automatically ejected from the game.
- c. A player who receives two technical fouls in one game will be ejected from that game.
- d. When a player is ejected, he/she will not be eligible to compete in the team's next game.
- e. When a coach is ejected, he/she must leave the game site immediately and he/she will not be eligible to coach the next game and must appear before the Advisory Board prior to being reinstated.
- f. If a coach is ejected and no assistant coach is available, a parent will assume the coaching responsibilities and only approved coaches will be permitted to coach the next game.
- g. Coaches are required to use discretion in substituting when maintaining leads of twenty (20) points or more.

## **PROTESTS**

1. Protests may be filed on player eligibility questions only.
2. All protests must be reported to the official scorekeeper immediately during the game. The game should be stopped and the scorekeeper should notify both benches that the game is being played under protest. The protest must be reported during the game, any protest filed after a game will not be upheld.
3. All protest must be submitted in writing within one working day of completed game and must include a recap of eligibility incident, which led to protest.
4. The Advisory Board shall rule on all protests.

## **THE COACH**

### **THE COACH SETS AN EXAMPLE FOR THE PLAYERS IN EVERY RESPECT.**

1. He /she makes contact with players, notifying them of practices, games, meetings and other league functions.
2. He/she keeps necessary paperwork updated and complete, including rosters.
3. Each coach will be responsible for supplying a first aid kit at each practice and game.
4. He/she enforces rules concerning league play and equipment.
5. A coach may fill in for another coach in the same division provided there is approval from the league director. Absent coaches must inform league director 24 hours prior to absence (excluding illness).
6. Every coach must sign and obey the Vista Recreation and Community Services Department's "Code Conduct."

7. Each coach must refrain from use of alcohol and/or drugs before and during team practice, games, and transporting of program participants. Coaches are to refrain from the use of tobacco during games and practices.
8. It is recommended that all coaches schedule an additional adult to be present at all games and practices.
9. Only the head coach and one assistant who has been approved through the league as well as gone through a background check will be permitted to be on the "bench" with the players.

**ADVISORY BOARD:**

The YBA Advisory Board is composed of seven members of the community who meet on the second Thursday of each month. The Board assembles for the purpose of providing recommendations to the YBA program and dealing with any rule discrepancies brought before them. In addition, the Board provides direction for the basketball program and establishes league policy.

Here is a list of 2018-2019 Advisory Board members:

**Ron Holloway**  
**Bobby Jones**  
**Steve Rhoades - Chairman**  
**Carl Toft**  
**Frank Wilhelm**  
**Luke Matteson**

Those wishing to have their YBA concerns be heard, please write to:

**YBA Advisory Board**  
**200 Civic Center Dr.**  
**Vista, CA 92084**