



**ARAPAHOE YOUTH LEAGUE (AYL)  
2011-12 BASKETBALL LEAGUE  
RULES AND GUIDELINES**

**PREPARED BY:**

**AYL BASKETBALL BOARD**

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## 1. GENERAL BASKETBALL LEAGUE INFORMATION

The Arapahoe Youth League (AYL) basketball league consists of teams from the Creek, Dolphins, Eagles, Falcons, Hawks, Panthers, Patriots, Spartans and Warriors territories. The league has separate divisions for boys and girls in 2<sup>nd</sup> through 7<sup>th</sup> grades who would like to play basketball at a competitive level. All grades within the AYL basketball league will play on regulation 10-foot baskets. The court will be regulation size for 4<sup>th</sup> through 7<sup>th</sup> grade, but may vary for 2<sup>nd</sup> and 3<sup>rd</sup> grade.

The AYL Basketball rules are governed by the AYL By-Laws and General Principles of Operation which take precedence over these rules.

The current edition of the "National Federation of High School Associations Basketball Rule Book" shall govern all situations not addressed by the AYL General, Division & Age Specific Basketball Rules.

All references to the Board will mean the AYL Basketball Board and/or its Delegates. More detailed information regarding AYL and the basketball league can be found at the official web site: [www.aylsports.net](http://www.aylsports.net).

### 1.1. League structure

For the 2<sup>nd</sup> through 7<sup>th</sup> grades there are two levels of competitions, Level 0 and Level one. Level 0 is for the most competitive teams while Level 1 is not as competitive as Level 0.

Regular season consists of eight games. At the conclusion of the regular season all teams will then be seeded (based on their winning percentage) and then top 4, 6 or 8 teams (depending on size of division, Board Discretion) will be entered into the single-elimination post-season championship tournament. In case of a tie, the Basketball Board will determine seeding order based on the following criteria:

- Head to Head (Note: If 3 or more teams are tied then the computer will calculate the winning percentage of the tied teams when the tied teams played against any of the tied teams).
- Points scored against
- Coin flip performed by the clubs delegate(s)

### 1.2. Rosters Requirements

Each participating club shall form teams/rosters in accordance with AYL General Principals of Operation Section 1 Rule 3 and 4.

The following roster mix and eligibility requirements are established:

1. A team roster must have at least 70% home area players and up to a maximum of 30% non-home area players. For a definition of home and non-home area players refer to AYL General Principals of Operation Section 1 Rule 3 A.
2. A player's eligibility is based on his/her current school grade level.
3. Players may "play up" a grade level (e.g. 3<sup>rd</sup> graders playing in the 4<sup>th</sup> grade division), without prior Basketball Board approval. Players wishing to "play up" two (2) grade levels must get prior board approval before playing in a scheduled game.
4. **Every team will be allowed one play-down without board approval. Additional play-downs will require majority board support. Factors that the Board will consider include, but will not be limited to, the size, skill, experience and birth date/chronological age of the player.**
5. Players are eligible to play on only one AYL roster and shall not play on more than one team in the league during the same season, regardless of grade, age, gender, competition level (Level 0 / Level 1), etc.

6. Before a player is allowed to participate in league games, he/she must be on an official AYL roster.
7. For a player to be eligible for the post-season championship/tournament, he/she must have played in at least three (3) AYL regular season games.
8. Each participating club shall submit to the basketball board by the deadline set by the board. Teams without the roster may face expulsion from the league. For 2010-2011 basketball season, the deadline for roster submittal is Tuesday Nov 16, 2010.
9. Changes to the team roster can be submitted up to the conclusion of the third week of the regular season game. For 2010-2011 basketball season, the deadline for roster change request is Tuesday Jan 4, 2011.

The AYL Basketball Board will review rosters submitted by each club to ensure compliance to the above rules. In some cases, teams/clubs may be asked to provide further documentation to verify that their roster(s) meets AYL requirements. The AYL Basketball Board will not hesitate to penalize teams that have been proven to not follow these rules. Teams found in violation of the roster rules as outlined above will face forfeiture of prior and post games and/or expulsion from the league.

### 1.3. Care, Use and Security of Facilities

AYL participating clubs are given the privilege of using gyms provided by local elementary and middle schools at a reduced rate and are required to provide adequate insurance in the event any facility is damaged. These facilities are very important to the success of the league and special care must be taken in how coaches, players and their parents/fans utilize the gyms at AYL events. AYL basketball coaches are ultimately responsible for players and fan conduct at game facilities. The AYL basketball league expects each participating club to enforce the following rules without any exceptions:

1. Absolutely no snacks (drinks or food) are to be brought into the playing facilities, entry ways and/or hallways during games and practices. **The only beverage allowed into playing facilities will be water. No Gatorade or sports drinks are allowed.** Treats can be handed out outside the gym/playing area.
2. For practices and games, team coaches are responsible for monitoring activity in the gym and for ensuring that they turn the gym over to the next coach in the same condition as when they entered it. If the coaches notice damage to the facility that they were not previously aware of, they are encouraged to photograph the damage and provide it to their AYL basketball delegate. Coaches are also encouraged to wait until a responsible adult arrives prior to departing the facilities unless the doors to the facility are automatically locked upon their exit.
3. Coaches should bring no more than three (3) basketballs to the games. Players are asked not to bring their own basketballs. **No running, dribbling, passing, or other drills are allowed anywhere but in the designated playing area/gyms.**
4. A hallway monitor will be available for assistance and enforcement of the above rules for the Friday evening and Saturday games. Monitors will make sure the facilities are kept clean and safe for our families attending games. If we do not adhere to these rules, then the future availability of these school facilities may be compromised.

## 2. GENERAL AYL BASKETBALL GAME RULES

The current edition of the National Federation of State High School Associations Basketball Rule Book ([www.nfhs.org](http://www.nfhs.org)) shall govern all situations not addressed by the AYL General, Division & Age Specific Basketball Rules. Coaches shall read and familiarize with the information stated in the above referenced publication.

Rules listed below are additions and exceptions for the advancement of youth basketball within the AYL and its member clubs:

1. Coaches and referees will confer prior to tip-off to designate the home and visiting team. For every regular season and play-off game, each team will provide an adult (at least 18 years old) to either operate the scoreboard or keep the official game score sheet. At the end of each quarter the score sheet keeper and the scoreboard operator shall verify the score, team foul count, number of time-outs used/remaining, and possession. If there is a discrepancy, the score sheet will be the official, final record.
2. Each head coach MUST sign and submit one completed Score Sheet to the Head Referee after each game. In addition, each head coach MUST report the score on the YSL system used by the league. Scores must be reported by midnight Sunday following each game. Repeated violations may result in disciplinary action as determined by the AYL Basketball Board. Penalties may include, but are not limited to, suspension of the head coach of the offending team for a game/games, forfeiture of games by the offending team, and/or ineligibility of the offending team for the post-season tournament.
3. No more than 3 bench coaches will be allowed to occupy the bench or scoring area (official game scorekeeper included) during the game. Only one coach may be standing at any given time. A violation of this rule will result in a technical foul being assessed on the head coach of the offending team in accordance with General Rule IV-4 below.
4. Each coach will be required to review and sign the AYL Basketball Code of Conduct. Coaches are ultimately responsible for their players, players' parents and spectators. If problems arise from coaches, players, parents, spectators:
  - A. 1st Infraction – Referees will stop play, identify coach, player, spectator out of line and give both teams a verbal warning.
  - B. 2nd Infraction – Head Coach will be assessed a Technical Foul (infraction related to his/her team/spectators)
  - C. 3rd Infraction – Head Coach assessed a second Technical, ejected from game and suspended for the next scheduled game subject to review of the AYL Basketball Board.
  - D. 4th Infraction – Stops game – The team with the infraction(s) forfeits game.
5. All players shall be limited to five (5) fouls per game. After the 5th foul the player must be removed from the game. Technical fouls are counted toward individual player total fouls. Any player called for two technical fouls in the same game will be ejected.

6. Technical fouls are penalized the same way, regardless of the type of foul. The opposing team is awarded two free throws, which can be shot by anyone on the court. The opposing team is also awarded the ball out of bounds at mid-court, opposite the scorer's table. If a team receives a technical foul while in possession of the ball, they lose possession. A coach who is charged a direct or indirect technical foul loses the ability to stand in the coach's box and must remain seated for the remainder of the game. (Exceptions: requesting timeouts, conferring at the scorer's table or reacting spontaneously to an outstanding play by his team.)



7. Start time for games should be within five (5) minutes of the league scheduled start time. Pre-game warm-ups must take place on the game court only between the completion of the previous game and within the 5 minutes from the scheduled start time.
  - A. Teams will have 5 minutes or less, due to time limitations, to warm-up before each game.
  - B. Teams must have 5 players to start a game. If the 5 minute window has passed and one team does not have enough players to start a game, the game will then be subject to forfeiture, at the discretion of the Head Referee.
  - C. The half-time break will last no more than 5 minutes, at the discretion of the Head Referee.
  - D. Each team will have three (3), one-minute timeouts per game.
  - E. During the last two minutes of each game, the clock will stop on all whistles unless one team is leading by 15 points or more. If the point differential is 15 points or more the clock will not stop unless there is a time-out or injury.
  - F. Due to time limitations with the gyms, regular season games that end in a tie will be recorded as a tie.
  - G. **Overtime rules will apply only during tournament play.** The length of the first overtime will be 2 minutes, with the clock stopping on each whistle. The second overtime will be 1 minute with a stop clock. The third overtime is "sudden death" the first team to score two (2) points will be declared the winner.
8. For gyms that have a three-point line in place, a three-point basket will be counted if shot from behind the line.
9. In grade levels and divisions in which full-court pressure is allowed, if a team is ahead by fifteen (15) points or more at any point in the game, the winning team cannot use full court pressure. The winning team must fall back to their defensive positions behind the half-court line.
10. An isolation offense is prohibited. Teams must involve all of their players in the offensive patterns. An isolation offense refers to an offensive strategy where only one or two players are involved in the offense or an offensive team clears the floor to one side for a one-on-one or two-on-two offense.
11. A player(s)/team uniform must be pre-approved by the member club and should bear the members club name and/or logo.
  - (1) A player may not play in a game unless he/she is in full uniform and matches all of his teammates.
  - (2) Jersey numbers are not required on the front and 4-6" numbers are required on the back of the jersey. Numbers between 0 and 99 are legal.
12. No duplication of numbers is permitted and numbers must match the official AYL roster.
13. The home team color shall be white and a contrasting dark color shall be worn by the visiting team.
14. A copy of the official roster and player add/drop forms must be available upon request by the opposing team. Clarification: rosters are not exchanged, however must be presented upon demand. Teams violating this rule may be subject to game forfeiture(s) at the Board discretion.

### 3. SPECIFIC BASKETBALL GAME RULES FOR 2<sup>ND</sup> & 3<sup>RD</sup> GRADES

1. **Ball Size** - Only a Junior 27.5 inch ball—or size 5—will be used.
2. **Time/Length of Games** - Each game will consist of 4 quarters of 10 minutes running clock. Each quarter will be further split into 5 minute halves for substitutions. During the last two minutes of each game, the clock will stop on all whistles unless one team is leading by 15 points or more. If the point differential is 15 points or more the clock will not stop unless there is a time-out or injury.

The referee shall stop the clock momentarily at or near the five (5) minute mark of each quarter for substitutions. The only exceptions for sending in a sub at any other time will be for replacing an injured player or one that has fouled out/was ejected.

**NOTE: The brief stop in play for substitution is only to facilitate a quick player change. This temporary stop in play is not to be used as a timeout.**

3. **Defense** –
  - A. No backcourt defense is allowed until the ball crosses half court. When the defensive team controls the rebound the opposing team must set up their defense behind the half court line. Once the ball crosses the half court line the defense can defend anywhere on the court (including the backcourt if the offense returns into the backcourt with or without the ball).
  - B. Man-to-man defensive coverage is mandatory. Zone defense is not allowed. Failure to play man-to-man defense (as determined by the referee) will result in a warning for the first infraction and a personal foul for every infraction thereafter.
  - C. When a shot is taken, all players can go for a rebound. However, the defensive player must return to man coverage if the offensive team controls the ball.
  - D. **Double-teaming is illegal outside the lane but permitted inside the lane. A double-team is defined as two players aggressively guarding the same player. Double-teaming outside the lane will result in a warning for the first infraction and a personal foul for every infraction thereafter.**
  - E. A stationary defensive player may swat or steal the ball as an offensive player moves past him.
  - F. **The defense may switch coverage on a pick or screen as long as both players quickly return to a man.**
  - G. Any one defensive player may pick-up any uncovered offensive player.
4. **Lane Violations** - Five (5) second lane violations will be enforced.
5. **Backcourt** -Over and back will not be enforced.
6. **Free-Throws** -Teams will use a ten (10) foot line to be determined by the referees.
7. **Equal Playing Time Rule** - This rule is implemented for the teams to have players on the court for an equal amount of time. Each team **MUST** have 5 players listed on the team roster to begin play. Each team shall have an adult keep track of equal play on the backside of the Score Sheet. If a team does not adhere to the equal play rule, then they will forfeit the game.

#### 4. SPECIFIC BASKETBALL GAME RULES FOR 4<sup>TH</sup> & 5<sup>TH</sup> GRADES BOYS AND GIRLS

1. **Ball Size** - Only an intermediate 28.5 inch ball—or size 6—will be used.
2. **Time/Length of Games** - Each game will consist of 2 quarters of 20 minutes running clock. During the last two minutes of each game, the clock will stop on all whistles unless one team is leading by 15 points or more. If the point differential is 15 points or more the clock will not stop unless there is a time-out or injury
3. **Defense** –
  - a. **Boys: Any legal defense may be used including man-to-man and zone.**
  - b. **Girls: Any legal full court defense may be used including man-to-man and zone; however, zone defense may not be used past half-court.**
4. **Press** - If a team is ahead by fifteen (15) points or more at any point in the game, the winning team cannot use full court pressure. The winning team must fall back to their defensive positions behind the half-court line.
5. **Minimum Playing Time Rule** – Each player must play the equivalent of one quarter, or 10 minutes, as a minimum. The coach is responsible for the amount of time their players are in the game. Players who attend practice and work hard have an expectation that they will play in games.
6. **4<sup>th</sup> and 5<sup>th</sup> grade girls will shoot all free throws and technical foul shots from 12 ft.**

## SPECIFIC BASKETBALL GAME RULES FOR 6<sup>TH</sup> GRADE & HIGHER

1. **Ball Size** -
  - A. Girls -- Only an intermediate 28.5 inch ball—or size 6—will be used.
  - B. Boys – Only the official men’s 29.5 inch ball—or size 7—will be used.
2. **Time/Length of Games** - Each game will consist of 2 quarters of 20 minutes running clock. During the last two minutes of each game, the clock will stop on all whistles unless one team is leading by 15 points or more. If the point differential is 15 points or more the clock will not stop unless there is a time-out or injury
3. **Defense** - Any legal “full court” defense may be used including man to man and zone.
4. **Press** - If a team is ahead by fifteen (15) points or more at any point in the game, the winning team cannot use full court pressure. The winning team must fall back to their defensive positions behind the half-court line.
5. **Minimum Playing Time Rule** – Each player must play the equivalent of one quarter, or 10 minutes, as a minimum. The coach is responsible for the amount of time their players are in the game. Players who attend practice and work hard have an expectation that they will play in games.