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# **LVYBB 2016 RULES**

## **PURPOSE & GOALS OF THE LEAGUE**

### **Purpose**

The Lago Vista Youth Basketball League is a non-profit, volunteer organization dedicated to operating a high-quality recreational basketball program for eligible children in Lago Vista.

### **Goals**

The goals of LVYBB are to provide an enjoyable, worthwhile experience for all involved students and adults, teach the fundamental rules and skills of basketball and teach good sportsmanship and other right behavior.

# I. DIVISIONS

## A. Kinder –

Kindergarten - A child who is in Kindergarten as of September 1<sup>st</sup> or prior to the start of the season will be allowed to participate. All Kindergarten players must present proof of being enrolled at the time of registration.

B. Rookie

1<sup>st</sup> Grade

2<sup>nd</sup> Grade

## C. Junior Division –

3<sup>rd</sup> Grade

4<sup>th</sup> Grade

## D. Senior Division-

5<sup>th</sup> Grade

6<sup>th</sup> Grade

# II. TEAMS

## A. Number of Players Per Team

All team rosters will consist of not less than six (6) players. In upper divisions, the league commissioner will try to limit the number of players to 7 or 8 if possible.

## B. Player Eligibility

Participation will be limited to children of Lago Vista Independent School residents and its employees. A player shall be permitted to try out only after the player has submitted a completed application form with application fee to the league. The teams will be formed under the direction of the League Commissioners. No player shall be permitted to play on more than one LVYBB league team. Any violation shall be brought to the attention of, and handled by, the League Commissioner. The Board reserves the right to allow other participants into the League on a case-by-case basis.

## C. Picked By Draft

All teams in the League must be picked through a draft, as defined in section VIII of the LVYBB rules, with all coaches, or representatives of all of the coaches, present. Any team losing a player for any reason after the initial drafting of players must notify the League Commissioner. If a team falls below 6 remaining players, the commissioner may transfer a player from another

team with the approval of the LVYBB board. If a player signs up on the day of the draft, after tryouts, the coach next in the draft order will be assigned the player.

#### **D. Team Requirements**

Each team should have a head coach, a sponsor, a designated timekeeper, a designated scorekeeper and should have an assistant coach. The only individuals allowed on the player's bench are the head coach, one assistant coach and the teams currently playing. There will be no exceptions to this rule and a technical foul shall be called after a first warning for this infraction. The league Commissioner has the discretion to remove any coach with the approval of the Board of Directors for just cause. An adult shall be present on the bench in the event an acting coach is under the age of eighteen unless approved by the board.

#### **E. Mandatory Meeting/Code of Conduct**

Coaches are required to have a mandatory meeting with parents of team members before league practices begin to cover rules and to encourage parent participation. At least one parent (or parent's agent/representative) must sign the registration form agreeing on the LVYBB Code of Conduct on behalf of the player's entire family.

#### **F. All Coaches Must Sign Disclosure Statement**

Each coach, assistant coach, and Board Member must complete and sign a Disclosure Statement. Any coach, assistant coach, or Board Member who has not completed and signed a Disclosure Statement may not conduct any LVYBB business or activities where players or other kids are present. Additionally, a coach may not participate in a draft without signing a Disclosure Statement.

### **III. LEAGUE PLAY**

#### **A. Rating Players**

The basketball skills of each boy and girl will be rated for purposes of team balance.

#### **B. Practice**

Each team is permitted to have an equal number of practices per week. Use of the gym during practices will be limited to players, coaches and others who are helping the coach. Each team shall clean up the gym after practice including sweeping the gym floor & bleachers, and making sure that the restrooms are in reasonable working order.

## C. Play

### 1. Start of League Play

League play shall start at the discretion of the Board. Teams may play practice games prior to the start of league play as long as it complies with the rules regarding the amount of practice time a team can have during the week.

### 2. Game Start Times

Game starting time will be as indicated on the league schedule distributed by the League Commissioner and stored on the LVYBB website. Any deviation of the originally scheduled times and/or location can only be made by the League Commissioner.

### 3. Scheduling of Postponed Games

Officially postponed games will be played at a later date if scheduling permits. The date will be decided by the League Commissioner in conjunction with the Board of Directors.

### 4. Awards

LVYBB Board will decide on the awards for 1st, 2<sup>nd</sup> and 3<sup>rd</sup> place teams for the end of season tournament. All players will be awarded a participation award at the end of season awards ceremony.

### 5. Responsible Timekeeper Required/Definition of Home Team

It is the responsibility of the home team to supply a responsible timekeeper. The game shall not proceed unless a timekeeper is present. The home team is the team listed first on the official schedule. The visitor team is responsible for providing a scorekeeper.

### 6. Behavior of Coaches/Talking to Officials

Coaches are not allowed to communicate by yelling or complaining, but must take an official "time-out" to discuss any matter (play, call, ruling, etc.) with an official in a quiet, professional manner.

### 7. Mandatory Cordial Handshake

Opposing players and coaches will exchange a cordial, mandatory, congratulatory, handshake after each game.

### 8. Ejection = Suspension

Any coach or player who is ejected from a game for any reason shall be automatically suspended from playing or coaching the next scheduled game. A coach who has been ejected or suspended for a conduct violation shall not be in the gym after the ejection. A suspended player or coach may attend the next scheduled game in street clothes and sitting in the bleachers only. The League Commissioner and the LVYBB Board shall, as needed, review the circumstances of any ejection/suspension, and within their discretion may impose further penalty on an offender.

#### **9. Technical or Flagrant Fouls = Suspension**

Technical fouls assessed on players or coaches (including assistant coaches) will be cumulative during the course of the season (including playoffs). The second cumulative technical on a player is automatic next scheduled game suspension. Flagrant and/or repeated failure to meet Community League standards of conduct may, at the Board's discretion, result in the suspension of a coach for the remainder of the season. Any coach receiving (1) technical foul for a conduct violation will be reviewed by the LVYBB Board to determine the extent of the penalty. The penalty for flagrant fouls will be determined and assessed by the officiating referee(s).

## **IV. LEAGUE STANDINGS**

### **A. Tournaments**

#### **1. Sr. & Jr. Divisions have end of season tournament**

All Jr. and Sr. teams shall be allowed to participate in the end of season tournament.

#### **2. Pee Wee Division - No Tournament / No Standings**

Pee Wee divisions will not keep standings, nor have a tournament.

### **B. Tie Breakers**

In case of ties for any playoff positions, the following formula will prevail:

1. If two teams tie for first or second, head to head play determines. If head to head cannot determine a point differential system between the 2 teams will determine the seeding. The maximum margin of victory will be +15 for the point system. Two teams tied for any other play-off position, head to head competition prevails. If these same teams played once, the team that won is the higher seed. If these same two teams played twice: if one team won both games, that team is the higher seed. If these same two teams each won one game, a point differential system between the 2 teams will determine the seeding. The maximum margin of victory will be +15 for the point system

2. Three way ties or higher: head to head competition prevails among the three teams. The team with the best record among the three teams will be highest seed, the second best will be next seed, and the third best will be the next seed. A point differential system between the teams will determine the seeding. The maximum margin of victory will be +15 for the point system

3. In the case of any dispute arising from this rule section or need for further tie breakers, the League Commissioner shall have full authority for final resolution of any such dispute or matter.

## **V. OFFICIALS**

### **A. League Assigns Officials**

A league representative shall arrange for the assignment of game officials.

### **B. Game Proceeds With One Official**

Officials will be provided for all games. No game will be delayed because of the absence or lateness of one official. A game MAY be played with ONE official on the floor.

### **C. Eligibility To Officiate**

All paid game officials during the winter season must be dressed in a striped black and white official's shirt, black shorts (or black pants) and athletic shoes. No hats. To be eligible to officiate, officials (referees and scorekeepers) must have exhibited good character and knowledge of the game.

### **D. Games W/O Official**

If no officials appear for the game, the game will be played with a volunteer official if available or the game may be re-scheduled as coordinated by the League Commissioner.

### **E. Coaches Urged to Rate Officials**

At the end of a game, coaches are encouraged to advise their League Commissioner of exemplary or unacceptable referee performance. League Commissioners shall notify the Head Referee of applicable matters.

### **F. Behavior During Time Outs**

Officials are not permitted to play or shoot during the course of the game (including time-outs and quarter breaks). The adult timekeeper must hold the game ball during all time-outs and rest intervals (breaks in play, quarters, halves etc.). Officials should keep courts clear of all spectators and non-participants.

### **G. League Commissioners Collect Score Sheets**

League Commissioners will collect score sheets of the games and forward them to the Board member responsible for updating the website. Officials will advise the League Commissioner or commissioner back up of any technical or flagrant fouls called during the game.

### **H. Officials Authority to Stop or Cancel Games**

The referee(s) shall have the unilateral right to stop, cancel or cause a forfeiture of a game if the referee(s) deem it necessary in order to maintain order, to insure the safety of players or others, to penalize a team or individuals for conduct not subject to control by use of penalties or free throws.

# VI. GAME RULES

## KINDER DIVISION RULES

A. Kinder Division will be refereed by one coach from each team.

B. **Equipment**

Kinder division will use a size 27.5 ball and use 8 ft. baskets

C. **Time Periods**

The first 15 minutes will be whole groups drills focused on fundamentals (passing, catching, shooting, etc.). The players will then be divided into teams for 10 minute scrimmages (5 minutes running clock...stop the clock for subs...5 minutes running clock) for 3 versus 3 games. There will be two 10 minutes scrimmages.

## PEE WEE DIVISION RULE

A. **General Rules**

Pee Wee division will consist of four players on the court and will be refereed by one coach from each team.

B. **Equipment**

Pee Wee division will use a size 27.5 ball and use 8 ft. baskets

C. **Requesting Match Ups**

For the Pee Wee division, coaches can request a match-up at the beginning of a quarter.

D. **Minimum Players to Start Play**

Failure to field a team of at least four (4) players at the scheduled start time shall result in an automatic forfeit.

E. **Time Periods**

The Pee Wee division will have a (1) one minute break at the (4-minute mark) of each of the (4) ten (10) minute quarters to allow for substitutions. (clock will continue to run during these breaks). Five (5) minutes will be dedicated to half time. One (1) minute will be allotted between quarters. Time intervals can be adjusted by the league commissioner if needed to keep on schedule.

F. **Time Keeping**

Pee Wee divisions will use official time clock or stop watch provided by the league. Teams must agree before the game on a clock keeper.

### **G. Stopping The Clock**

Pee Wee clock will not stop, except for quarter breaks.

### **H. Game Start and Possession of Ball**

The game will start with a jump ball at center court. Thereafter, all tie-ups and quarter change of possessions will result in alternating possession.

### **I. Minimum/Maximum play**

All players on a team must play 4 continuous minutes in every quarter during a game. Higher skilled players may sit more than 4 consecutive minutes if coaches deems necessary for sportsmanship reasons. All substitution must be done at the 4 minute mark of each quarter only. Exceptions are made in cases of injury.

#### **1. Coach Ejected & Suspended For Violation of This Rule.**

If a coach/team intentionally violates the minimum play rule, the head coach will be reported to the League Commissioner for possible disciplinary action.

#### **2. Injuries & Minimum Playing Time.**

If a player is injured having to leave the game, those 4 minutes of playing time will count toward his/her minimum playtime total. If the player has played only part of a 4 minute slot, but cannot return for the balance of the game due to injury, then the player shall receive credit for his/her minimum play. However, the player may return to the game during that quarter, or thereafter, if he/she is able. The injured player may stay in the game without a time-out charged to his/her team.

#### **3. Players Arriving Late.**

Players arriving late, but before the second quarter begins, must abide by the minimum play rule, including playing 4 minutes of each remaining quarter. Players arriving after the start of the second quarter will abide of the minimum playing rule from that point forward.

### **J. Maximum Playing Time**

A player may play the entire game, as long as all other players on his/her team play at least the minimum playing time.

### **K. Defense**

A man-to-man defense is defined as: When an offensive player is within the 3-point line (or designated area when no 3-point line is marked), the defensive player must guard closely (within arm's length) and move with the offensive player.

#### **1. Pee Wee Division Play Man-To-Man Only.**

· The Pee Wee division will play man-to-man defense only.

- Defense will only be allowed within the 3 point line (or designated area). Once a team gains possession of the ball the opposing team must get back and allow the ball to be advanced to the designated defensible area.
  - Each player will wear corresponding wristbands to determine player matchups. Players may only guard the opposing player with the same color wrist band.
  - There will be NO PRESSING AT ANY TIME for the Pee Wee divisions.
  - Double-teaming as defined above is never allowed.
  - Picks and Screens are not allowed at any time.
  - Players' feet must be behind the 3 point circle while reaching arms outside the 3 point circle is allowed.
- 

## **JUNIOR DIVISION RULES**

### **A. General Rules**

The rules regulating play will be the Official UIL Basketball Rules with the modifications that follow. Scorekeepers and coaches must have a copy of these LVYBB rules at all games.

### **B. Equipment**

Junior division - Girls will use a size **27.5** ball and use 10 ft. baskets

Junior division – Boys will use a size **28.5** ball and use 10 ft. baskets

### **C. Rests**

Rest interval between halves is five (5) minutes; between quarter one (1) minutes.

### **D. Time Keeper / Book Keeper**

- 1) Time will be kept by a timekeeper on the official time clock or stop watch.
- 2) The timekeeper must be a responsible person or a game official.
- 3) Each Team is required to have one person designated to work the Clock or Book.
- 4) Teams must agree before the game on a clock and book keeper.
- 5) The Official Score Sheet must be kept at mid-court at the scorer's table.
- 6) Both coaches shall sign the Official Score Sheet after the game.

### **E. Time Periods**

Junior division games will have four (4) eight (8) minute running time quarters, with 5 minutes dedicated to half time.

### **F. Stopping The Clock**

- 1) The clock will be stopped for time-outs and the clock will not start again until the ball is live.
- 2) During 4 minute rotations.

3) When a personal shooting foul has occurred. Clock stoppage is from the time of foul until the person is handed the ball for the free throw.

4) Following a time-out before or during free throws the clock will not start until the ball is live. (The ball is not live on the free throw line until the free throws are completed and the ball is touched by the rebounder or a player on the inbound.)

5) Clock Stops for Technical, Flagrant & Intentional Fouls. The clock will stop at any time during the game upon the issuance of a technical foul, flagrant foul or intentional foul and will be restarted when the ball is inbounded and touched by a player.

**EXCEPTION: During the last two (2) minutes of the 4th quarter AND any overtime period: the clock stops with any whistle, out of bounds, free throw, or time out. After a time-out the clock will not be started until the ball is live.**

**Clock does not stop in last 2 minutes of 4<sup>th</sup> quarter if one team has a (20) twenty or more point lead.**

#### G. Overtime

- 1) Every overtime period will start with a jump ball.
- 2) Overtime periods will be two (2) minutes in length.
- 3) Each team gets one (1) time-out per overtime period
- 4) There will be a maximum of three (3) overtimes (except play-offs).
- 5) Any third overtime is played as SUDDEN DEATH with the first team to score winning.
- 6) A game can end in a tie (except playoffs).

#### H. **Game Start and Possession of Ball**

The game will start with a jump ball at center court. Thereafter, all tie-ups and quarter change of possessions will result in alternating possession.

#### I. **Time Outs**

- 1) Each team will have two (2) one-minute time-outs and one (1) 30-second time out per each half.
- 2) A time-out may be called by the coach or a player when his own team is in possession of the ball, or by either team when there is a dead ball.
- 3) Each team gets one (1) time-out per overtime period.
- 4) There is no carryover of time-outs from the first half to the second half or the second half to overtime and no carryover of time-outs from one overtime to the next.

#### J. **Minimum/Maximum play**

All players on a team must play 4 continuous minutes in every quarter during a game. Higher skilled players may sit more than 4 consecutive minutes if coaches deems necessary for sportsmanship reasons. All substitution must be done at the 4 minute mark of each quarter only, exceptions are in cases of injury or a player fouls out.

### **1. Coach Ejected & Suspended For Violation of This Rule**

If a coach/team intentionally violates the minimum play rule, the head coach will be reported to the League Commissioner for possible disciplinary action.

### **2. Injuries & Minimum Playing Time**

If a player is injured having to leave the game, those 4 minutes of playing time will count toward his/her minimum playtime total. If the player has played only part of a 4 minute slot, but cannot return for the balance of the game due to injury, then the player shall receive credit for his/her minimum play. However, the player may return to the game during that quarter, or thereafter, if he/she is able. The injured player may stay in the game without a time-out charged to his/her team.

### **3. Players Arriving Late**

Players arriving late, but before the second quarter begins, must abide by the minimum play rule, including playing 4 minutes of each remaining quarter. Players arriving after the start of the second quarter will abide of the minimum playing rule from that point forward.

### **4. Minimum Number of Players**

Should a team fall below four (4) players as a result of a player(s) fouling out of the game or as a result of injuries, the game is over and the other team is declared the winner in the Jr. Division only because of man on man rules.

### **K. Maximum Playing Time**

A player may play the entire game, as long as all other players on his/her team play at least the minimum playing time.

### **L. Fouls**

#### **1. Technical Fouls**

Officials may call technical fouls within the guidelines of the official rules. A technical foul on a parent/spectator will be charged to that team. Penalty for each technical foul shall be two (2) points and possession of the ball to the offended team.

Use of foul language is automatically a technical foul.

**Exception: Non-conduct coaches' violations (illegal defenses) will result in 2 Free Throw shots and possession of the ball.**

#### **2. Flagrant Fouls**

A flagrant foul is any foul where the player charged for the foul has caused, or attempted to cause, harm to another player through his/her actions on the court. The penalty for flagrant fouls will be determined and assessed by the officiating referee(s).

### **3. Intentional Fouls**

An intentional foul is any foul where the defensive man is not going for the ball in the opinion of the officials. Penalty for intentional foul shall be two (2) shots from the free-throw line and possession of the ball to the offended team.

### **4. Fouls Carry Over to Overtime**

Carryover of fouls: Player's individual fouls carryover to all overtime periods. Team fouls from the second half and thereafter carryover to all overtime periods. A player who has fouled out of the game any time during regulation play is not eligible to play in overtime.

## **M. Defense**

A man-to-man defense is defined as: When an offensive player is within the 3-point line, the defensive player must guard closely (within arm's length) and move with the offensive player. Only the player with the ball can be double teamed (double team means guarded by two (2) defensive players) AND ONLY inside the three-point line.

### **1. Junior Divisions Play Man-to-Man Only**

For the Jr. Boys and Girls Divisions, full court man to man defense is allowed in the last two (2) minutes of the 4<sup>th</sup> quarter, and all overtimes. Double teaming can still only occur inside the 3 point line. If there is a ten (10) point lead, full court defense is not allowed. The first violation will be a warning with each further violation being a technical foul.

### **2. Rules In Non Pressing Situations**

THE FOLLOWING RULES APPLY TO TEAMS WHO ARE IN A NON-PRESSING SITUATION.

- a. The offense must be allowed to bring the ball across mid-court uncontested.
- b. The offensive team must bring the ball across the mid-court line within ten (10) seconds from in-bounding or gaining possession.
- c. Once the ball crosses the mid-court line, the defense may defend anywhere in the frontcourt.
- d. If the players forget the "no press" rule and cause a turnover in the backcourt area, the officials shall warn the offender and the bench and award the ball out of bounds to the offended team. Repeated violations MAY result in a technical foul.
- e. Only one warning will be given to a team detected using a zone defense in Junior Division; a technical foul will be called for each subsequent violation.

**N. Plays**

IN THE Jr. DIVISIONS ONLY, the offensive team in the front court is not permitted to isolate 4 offensive players on one side of the basket and have the 5<sup>th</sup> player drive to the basket away from the other 4 players. Penalty is loss of possession.

**O. Mercy Rule**

At any point during the second half of a game when the scoring differential between two teams equals or exceeds twenty (20) points, the game shall continue until the clock runs out in its normal course without any stoppage. The clock will only stop for timeouts and this includes the last 2 minutes of the game.

**P. Free Throw Rules**

**Normal Free Throw rules apply on Shooting fouls.**

1. Free throws will be taken on the seventh (7<sup>th</sup>) team foul of each half (this will result in a 1 and 1 situation). On the tenth (10<sup>th</sup>) foul of the half, any foul results in a two (2) shot penalty.
2. The Jr. Boys Division free throw line is fourteen (14) feet and boys must stay behind the line. Violations will be called
3. Jr Girls Division free throw line is fourteen (14) feet and violations will not be called.

**Q. Lane Violations**

1. The Jr. Divisions will play with a three (3) second "lane" violation.

**R. Three Point Baskets**

Three (3) point baskets are permitted for shots only when there are marked lines on the court indicating the three-point circle.

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**SENIOR DIVISION RULES**

**A. General Rules**

The rules regulating play will be the Official UIL Basketball Rules with the modifications that follow. Scorekeepers and coaches must have a copy of these LVYBB rules at all games.

**B. Equipment**

Senior division will use a size 28.5 ball and use 10 ft. baskets

### C. Rests

Rest interval between halves is five (5) minutes; between quarter one (1) minutes.

### D. Time Keeper / Book Keeper

- 1) Time will be kept by a timekeeper on the official time clock or stop watch.
- 2) The timekeeper must be a responsible person or a game official.
- 3) Each Team is required to have one person designated to work the Clock or Book.
- 4) Teams must agree before the game on a clock and book keeper.
- 5) The Official Score Sheet must be kept at mid-court at the scorer's table.
- 6) Both coaches shall sign the Official Score Sheet after the game.

### E. Time Periods

Senior Division Games will have four (4) eight (8) minute running time quarters with 5 minutes dedicated to half time.

### F. Stopping The Clock

- 1) The clock will be stopped for time-outs and the clock will not start again until the ball is live.
- 2) During 4 minute rotations.
- 3) When a personal shooting foul has occurred. Clock stoppage is from the time of foul until the person is handed the ball for the free throw.
- 4) Following a time-out before or during free throws the clock will not start until the ball is live. (The ball is not live on the free throw line until the free throws are completed and the ball is touched by the rebounder or a player on the inbound.)
- 5) Clock Stops for Technical, Flagrant & Intentional Fouls. The clock will stop at any time during the game upon the issuance of a technical foul, flagrant foul or intentional foul and will be restarted when the ball is inbounded and touched by a player.

**EXCEPTION: During the last two (2) minutes of the 4th quarter AND any overtime period: the clock stops with any whistle, out of bounds, free throw, or time out. After a time-out the clock will not be started until the ball is live. Clock does not stop in last 2 minutes of 4<sup>th</sup> quarter if one team has a (20) twenty or more point lead.**

### G. Overtime

- 1) Every overtime period will start with a jump ball.
- 2) Overtime periods will be two (2) minutes in length.
- 3) Each team gets one (1) time-out per overtime period
- 4) There will be a maximum of three (3) overtimes (except play-offs).
- 5) Any third overtime is played as SUDDEN DEATH with the first team to score winning.
- 6) A game can end in a tie (except playoffs).

#### **H. Game Start and Possession of Ball**

The game will start with a jump ball at center court. Thereafter, all tie-ups and quarter change of possessions will result in alternating possession.

#### **I. Time Outs**

- 1) Each team will have two (2) one-minute time-outs and one (1) 30-second time out per each half.
- 2) A time-out may be called by the coach or a player when his own team is in possession of the ball, or by either team when there is a dead ball.
- 3) Each team gets one (1) time-out per overtime period.
- 4) There is no carryover of time-outs from the first half to the second half or the second half to overtime and no carryover of time-outs from one overtime to the next.

#### **J. Minimum/Maximum play**

All players on a team must play 4 continuous minutes in every quarter during a game. Higher skilled players may sit more than 4 consecutive minutes if coaches deems necessary for sportsmanship reasons. All substitution must be done at the 4 minute mark of each quarter, only exceptions are in cases of injury or a player fouls out.

#### **1. Coach Ejected & Suspended For Violation of This Rule**

If a coach/team intentionally violates the minimum play rule, the head coach will be reported to the League Commissioner for possible disciplinary action.

#### **2. Injuries & Minimum Playing Time**

If a player is injured having to leave the game, those 4 minutes of playing time will count toward his/her minimum playtime total. If the player has played only part of a 4 minute slot, but cannot return for the balance of the game due to injury, then the player shall receive credit for his/her minimum play. However, the player may return to the game during that quarter, or thereafter, if he/she is able. The injured player may stay in the game without a time-out charged to his/her team.

#### **3. Players Arriving Late**

Players arriving late, but before the second quarter begins, must abide by the minimum play rule, including playing 4 minutes of each remaining quarter. Players arriving after the start of the second quarter will abide of the minimum playing rule from that point forward.

#### **4. Minimum Number of Players**

Should a team fall below four (4) players as a result of a player(s) fouling out of the game or as a result of injuries, the game is over and the other team is declared the winner. Sr. Division teams with 5 players can continue playing 5 if a team loses players during a game.

#### K. **Maximum Playing Time**

A player may play the entire game, as long as all other players on his/her team play at least the minimum playing time.

#### L. **Fouls**

##### 1. **Technical Fouls**

Officials may call technical fouls within the guidelines of the official rules. A technical foul on a parent/spectator will be charged to that team. Penalty for each technical foul shall be two (2) points and possession of the ball to the offended team.

Use of foul language is automatically a technical foul.

**Exception: Non-conduct coaches' violations (illegal defenses) will result in 2 Free Throw shots and possession of the ball.**

##### 2. **Flagrant Fouls**

A flagrant foul is any foul where the player charged for the foul has caused, or attempted to cause, harm to another player through his/her actions on the court. The penalty for flagrant fouls will be determined and assessed by the officiating referee(s).

##### 3. **Intentional Fouls**

An intentional foul is any foul where the defensive man is not going for the ball in the opinion of the officials. Penalty for intentional foul shall be two (2) shots from the free-throw line and possession of the ball to the offended team.

##### 4. **Clock Stops for Technical, Flagrant & Intentional Fouls**

The clock will stop at any time during the game upon the issuance of a technical foul, flagrant foul or intentional foul and will be restarted when the ball is inbounded and touched by a player.

##### 5. **Fouls Carry Over to Overtime**

Carryover of fouls: Player's individual fouls carryover to all overtime periods. Team fouls from the second half and thereafter carryover to all overtime periods. A player who has fouled out of the game any time during regulation play is not eligible to play in overtime.

#### M. **Defense**

##### 1. **Senior Divisions Play Regular Basketball**

Senior Boys and Girls will play regular open basketball, which allow for pressing in the backcourt, zone defense, double-teaming, etc.

Under no circumstances can a team press with a **fifteen (15)** point lead. The winning team will have to go back to a half-court defense unless the lead is cut below 15 points. The first violation will be a warning with each further violation being a technical foul.

**N. Mercy Rule**

At any point during the second half of a game when the scoring differential between two teams equals or exceeds twenty (20) points, the game shall continue until the clock runs out in its normal course without any stoppage. The clock will only stop for timeouts and this includes the last 2 minutes of the game.

**O. Free Throw Rules**

**Normal Free Throw rules apply on Shooting fouls.**

1. Free throws will be taken on the seventh (7<sup>th</sup>) team foul of each half (this will result in a 1 and 1 situation). On the tenth (10<sup>th</sup>) foul of the half, any foul results in a two (2) shot penalty.
2. The Senior Division free throw line is fifteen (15) feet from the basket (regulation free-throw line) and players must stay behind the line when shooting a free throw.

**P. Lane Violations**

1. Sr. Divisions will play with a three (3) second "lane" violation.

**Q. Three Point Baskets**

Three (3) point baskets are permitted for shots only when there are marked lines on the court indicating the three-point circle.

**VII. BOARD OF DIRECTORS, LEAGUE COMMISSIONERS & COACHES**

**A. Board of Directors**

**1. Board Positions and Terms**

The Board of Directors shall consist of:

- President – 2 year term (elected in odd years) (Holt)
- Vice-president – 2 year term (elected in even years) (Rodriguez)
- Secretary – 2 year term (elected in odd years) (J. Moreland)
- Treasurer – 2 year term (elected in even years) (R. Moreland)
- Sr. Boys Commissioner – 1 year term (Rodriguez)
- Sr. Girls Commissioner – 1 year term (Stoner)
- Jr. Boys Commissioner – 1 year term (Bailey)
- Jr. Girls Commissioner – 1 year term (Stoner)
- Pee Wee Commissioner – 1 year term (Holt/Rodriguez)

**2. Election of Board of Directors** The Board of Directors is elected by the adults of the LUYBB. Any person wishing to run for an open position on the board must notify the Secretary of the Board prior to the 6<sup>th</sup> week of the season. The Applicant must complete a Volunteer Application in accordance with Section II. F. one week prior to the election. The Board of Directors reserves the right to refuse nomination to anyone for just cause.

## **B. Commissioners**

### **1. Selection of League Commissioners.**

The LUYBB adult community shall elect the League Commissioners by secret ballot at the LUYBB annual meeting. In the event of any dispute or complaint regarding League Commissioners, the LUYBB President shall have total authority to resolve the dispute. If the LUYBB President is unable to resolve the dispute or satisfy the complaint, then the LUYBB President shall bring the matter to the LUYBB Board. The League Commissioner shall be permitted to serve in a division where their family members are participating.

### **2. League Commissioner Responsibilities and Duties**

The central core of the management of the LUYBB is its League Commissioners. Without the continuing efforts of the League Commissioners, the LUYBB could and would not exist.

Each League Commissioner is the leader and chief decision maker for his/her age division. In that capacity, it is the responsibility of the League Commissioners to enforce the rules of the LUYBB to help assure the highest possible standards for play in the League.

Some of the League Commissioner's responsibilities and duties are mentioned in the LUYBB Code of Conduct and Rules issued each year by the LUYBB. League Commissioners should completely familiarize themselves with the LUYBB Code of Conduct and Rules, as they are the primary guide to the LUYBB's system of play, drafting procedures, and conduct on the court and in the gyms for all participants, including the spectators, and especially the coaches. A League Commissioner's knowledge of the LUYBB Rules is essential for a successful LUYBB season.

League Commissioner Responsibilities include (but are not limited to):

- a. Handling sign-ups for the Division at Draft
- b. Submitting prospective coaches' to the Board of Directors for approval.
- c. Conduct a tryout for players in Division.
- d. Conducting the Player's Draft and submitting the Team Rosters (including coaching data) and Coach's Pledges and Coach's/Assistant Coach's Disclosure Statement fully completed to the League.

- e. Providing League information materials for all Coaches at the Draft and as the LUYBB Season progresses.
- f. Maintaining, in conjunction with the Board, a waiting list of replacement players.
- g. Coordinating issuance of uniforms.
- h. Managing the various schedules involving practices and games (which may change somewhat during the season).
- i. Keeping records of each game's results and team standings.
- j. Maintaining a record of cumulative technical's assessed on Coaches, Assistant Coaches and players in accordance with LUYBB Rule III.C.11.
- k. Handling all complaints regarding games and participants for their Division and bringing unresolved issues to the Board of Directors.
- l. Responsible for getting feedback from coaches regarding game officials' performance and advising the Board of Directors of same.
- m. Overseeing the Division's tournament schedule.
- n. Acting as official scorekeeper at the Division's tournament unless coaching.
- o. Presenting players' trophies to appropriate Division upon conclusion of regular season and playoffs.
- p. Attending Board Meetings.

**The above is not intended to be an all-inclusive list of League Commissioner activities, but is provided as a guide to what one can expect in this role. With each League Commissioner's continuing effort and support, LUYBB will continue to be successful.**

### **C. Coaches**

#### 1. Selection of Coaches.

The League Commissioners shall be responsible for the recruitment and selection of all Coaches. The Board of Directors shall review all coaching applicants suggested by League Commissioners with respect to prior coaching ratings. A decision by the director of coaching to disqualify a coaching candidate may be appealed by the League Commissioner to the Executive

Committee. If the League Commissioner is unable to resolve other disputes, then the League Commissioner may bring the matter to the LVYBB Executive Committee. Coaches shall only coach one team in the same division each year. Any exceptions shall only be with the written approval of the affected League Commissioners. (Assistant coaches may assist on multiple teams with the approval of the Coaches and League Commissioners affected) Coaches and Assistant Coaches must abide by the League's Code of Conduct and must sign the Coach's Pledge. The league reserves the right to limit the number of participants in a division based upon the number of qualified coaches available.

## **2. Coaches Responsibilities.**

Each coach will work toward the goals of the league, according to the league rules described in this document. Each coach shall serve as a good example in all dealings with players on his/her own team, players on other teams, other coaches, referees and spectators. Each coach will be responsible for the conduct of his/her team during all practice sessions and games. Each coach will be responsible for the care and safe use of all equipment and facilities owned by either the Community League or by the school district. Each coach is responsible for being proactive in not running up the score excessively.

## **3. High School Students allowed to Coach**

With approval of the LVYBB Board of Director's, Lago Vista High School Students in either their junior or senior year, may participate as a coach in any league so long as there is an adult coach that is ultimately responsible for the team. This adult MUST be present on the bench during games and MUST be present in the gym during organized practices.

## **VIII. Draft Rules.**

The following procedures will be closely adhered to in the Draft. The objective is to form teams, which are as equal as possible to ensure the fairest competition for all players. Knowing that every team has been formed fairly will help to make each player's basketball season a positive experience.

1. All players shall be evaluated prior to the Draft, based on their performance at LVYBB league-sponsored tryouts. Players who do not attend LVYBB sponsored tryouts will be rated by the LVYBB Board and this rating will be given to prospective coaches prior to the draft for their consideration.
2. All coaches' kids will be rated and placed in a specific round by all the other coaches in the division. In the event of a tie where the coaches cannot agree on a specific round, then the commissioner will withdraw his vote.
3. Each coach shall draft his own team, with one pick during each round. The order of each coach's pick for the first round shall be determined by the drawing of a number, prior to the draft. A snake selection draft will be utilized. All coaches' kids will be rated and placed in a specific

round by all the other coaches in the division. In the event of a tie where the coaches cannot agree on a specific round, then the commissioner will withdraw his vote. A coach must pick his/her own child in the round that the child is rated. Only one coach per team will be permitted to attend the draft.

4. Trades are not encouraged but they may be permitted if the coaches in the division and the division commissioner agree AND the Board approves.

5. Coaches may pick any player in any round at any time, except the round that includes their child, where they must pick their child.

6. An assistant coach may not be protected prior to the draft.

7. At parents' request, siblings in the same division will be placed on same team.

IX. Reservation of Rights To The League.

Any and all rights to establish rules of play and conduct for players, coaches and those in attendance are held by the League. Notwithstanding anything to the contrary found herein, nothing stated or implied, shall impair, diminish or modify the absolute right of the LVYBB to establish rules of play and conduct for players, coaches and those in attendance at league games. Specifically, the league reserves the right to empower certain of its directors with authority to make permanent, binding and non-reviewable decisions concerning the conduct of players, coaches and those in attendance at league games. A committee composed of the LVYBB Board of Directors concerned shall have the absolute right to declare a final result regarding disputes and, if they deem it appropriate in their absolute discretion, to suspend a coach, player or individual from attending or participating in league play.

Adopted October, 2015

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Eric Holt, President

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Jason Moreland, Vice-President

\_\_\_\_\_  
Roland Rodriguez, Secretary

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Reannon Moreland, Treasurer

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Mark Rague, Commissioner

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Jason Stoner, Commissioner

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Katina Walker, LVHS Representative