

**SOUDERTON/HARLEYSVILLE YOUTH BASKETBALL ASSOCIATION
(SHYBA)**

GENERAL LEAGUE RULES

1. No Basketballs other than SHYBA balls are permitted in the building or on the court unless authorized by the board.
2. No non-players (siblings, spectators, etc.) are permitted on court AT ANY TIME. This includes, but is not limited to: pregame, halftime, and team time outs.
3. No coach may recruit players not on the original roster from draft for his/her team at any time.
4. No out-side or non-sanctioned SHYBA practices are permitted.
5. Any team found to have out-side or non-sanctioned practices prior to or during the season would result in a 2-game suspension of the coach for the next 2 scheduled games and have their coaching status reviewed by the Executive board. Sanctions may include expulsions from future coaching in the league.
6. If out-side practices or non-sanctioned practices occur during the playoffs (which is the period right after the last game to the finals) it will result in the coach being suspended for the rest of the playoffs and have his coaching status reviewed by the Executive board. Sanctions may include expulsions from future coaching in the league.
7. Any game not started ten (10) minutes after the scheduled starting time due to lack of players will result in a forfeit. Forfeited games ARE NOT rescheduled.
8. Each team must field five (5) registered, (team jersey) players to start a game. Four (4) players can finish a game if one of the 5 players fouls out or gets hurt.
9. Players may not be transferred from one team to another to fill a game roster.
10. Any player arriving late MUST be added to the bottom of the substitution sheet.
11. The score book MUST be reviewed at the end of each period to insure accurate scorekeeping.
12. The HOME team has the "official" scorebook.
13. Winning coach (excluding 7/8 year olds) is responsible for updating the game scores and information on the WEB site (SHYBA.ORG). 7/8 Boys/Girls leagues do not post scores.
14. If neither Head Coach or Assistant Coach are available for a game, a coach with an approved SHYBA background check can be used to coach the game.
15. Each Coach and/or assistant is responsible for the conduct of their team, family members and fans.
16. Only Head Coaches are permitted to address officials.
17. The referees will be responsible for the conduct of the game and are the first authority on all matters after the game has started. They are not to hesitate to call technical fouls when they are warranted.
18. Coaches are required to stay in the general area of their bench on the sideline at all times.
19. No coach shall verbally argue with a referee during a game. If there are disagreements with a particular referee, this shall be brought to the specific league commissioner for review.
20. Two (2) technical fouls on any player or coach will result in automatic ejection from the game, and removal from the gym. Any player ejected will be suspended from next scheduled game. Coaches are responsible for reporting all technical fouls and ejections to the league commissioner.
21. Any coach ejected from any game will be suspended from next scheduled game and have their coaching status reviewed by the Executive board. Sanctions may include expulsions from coaching in the league.
22. For both 9 /10 girls and boys, a head coach will be suspended for next scheduled game if the margin of victory for any game is 30 points or more. Commissioner and board will review and decide if suspension should be overturned on a case-by-case basis.
23. Each league will follow PIAA rules except when the Playing Rules states otherwise.

SOUDERTON/HARLEYSVILLE YOUTH BASKETBALL ASSOCIATION (SHYBA)
PLAYING RULES

PIAA Rules will be followed for all age groups. Exceptions are as follows:

1. A game will consist of eight (8), five (5) minute units. Each unit except the 8th will have a running clock.
 - a. 7/8 year old leagues – No foul shots and running clock all 8 periods. No overtime period.
 - b. All other leagues - the clock will stop during the 8th period for all whistles. After any instructional timeout during periods 1-7, the clock will start when the ball is legally touched on normal inbounds plays.
 - c. Clock will stop on all injuries or at referee discretion.

2. Each Coach must follow the SHYBA Player Rotation Sheet for all periods. Each coach must acknowledge and exchange Rotation Sheets prior to the start of each game.

3. No changes to the Player Rotation Sheet will be permitted once game has started. Exceptions occur if a player is hurt and needs to leave the court, or if a player arrives after the game has started. Instructions on how to use the rotation sheet following these exceptions are below.
 - a. No player will be permitted, except as noted below to play three (3) consecutive units when there are eight (8) to ten (10) players available. **Under these circumstances substitutions will be as follows:**
 - i. 1st unit -Start any five (5) players
 - ii. 2nd thru 7th unit - Clear bench, plus use players in game, provided none have already played two (2), consecutive units at any time in the game.
 - iii. 8th unit - Start any five (5) (substitution during all time outs)
 - iv. Overtime - Start any five (5) (no substitution)
 - b. Late arriving players go to the bottom of the next level rotation grid and coaches must follow going forward. If the late arriving player is the 10th player clear the bench the next period, if the late arriving player creates a less than 10 situation the late arriving player may have to sit the next period according to that next level grid.
 - c. ROTATION SHEET EXAMPLES:
 - i. Game starts with all 10 players, the bench must clear each period and no player shall play 2 periods in a row except in the 8th period when the coach may play any 5 players.
 - ii. Game starts with 8 players, 9th player shows up in the middle of the first period. Coach must move the original 8 (without changing order) to the 9-player rotation grid and place the late-coming 9th player in the 9th slot and follow the new 9-player rotation for the second period.
 - d. If six (6) players are present, no player may play more than five (5) consecutive units. If seven (7) players are present, no player may play more than three (3) consecutive units. 8th unit and overtime are exempt from this rule.
 - e. Violation of above rules will result in a technical violation against the Head Coach. If it happens again in the same game a second technical violation will be charged against the Head Coach and they will be ejected from the game and removal from the gym.
 - f. Any coach ejected from any game will be suspended from the next scheduled game and have their coaching status reviewed by the Executive board. Sanctions may include expulsions from coaching in the league.
 - g. Any player may be selected for injury/sickness substitution; playing time in unit is credited to injured player, not substitute. Injured play may fall back into their normal rotation. Each player can only substitute once for an injured player during the course of the game. If injured player cannot continue in the game, the coach must select a different player each period, not using a player more than once unless the team has used every other available players. All periods are charge to the sick/injured player and not to the person being substituted, thus consecutive unit rule is not in affect.
 - h. Playing time in the 8th unit and overtime are exempt from consecutive unit played formulations.

4. OVERTIME:
 - a. **During the regular season**, games tied at the end of regulation will be decided with three (3) minute overtime, except for the 7/8 and 9/10 year old leagues where no overtime is played. During overtime, a continuously running clock will run for the first two (2) minutes and the clock will stop at every whistle for the last one (1) minute of play. NO overtime will be played after the starting time of the next scheduled game, and in this case, the game will end on a tie.
 - b. **During the Playoffs/Finals**, overtime will need to be played until a winner is determined in all competitive leagues, including 9/10 leagues. During overtime, a continuously running clock will run for the first two (2) minutes and the clock will stop at every whistle for the last one (1) minute of play.
5. Start of game and overtime will begin with a jump ball at center court. Alternate possession all other units, and inbound at mid-court.
6. TIME OUTS:
 - a. Time out can be called by the Coach only.
 - b. Three (3) time-outs are allotted per game:
 - i. One (1) thirty (30) second instructional time out (no substitutions) in the first half. This timeout does not carry over to the 2nd half.
 - ii. One (1) thirty (30) second instructional time out in the second half (periods 4 thru 8).
 - iii. One (1) one (1) minute time out in period 8. Substitution can be made during this timeout, but is not required. Both teams are allowed to substitute on all substitution time-outs in period eight (8).
 - iv. No timeouts in overtime.
7. TIME SUSPENSIONS:
 - a. Between units one (1) minute
 - b. Half-time three (3) minutes
 - c. Time-out
 - i. 30 Seconds each
 - ii. 8th unit one (1) minute
8. DEFENSE:
 - a. Only man-to-man defense permitted for leagues 7/8 and 9/10 year olds. Defense will be initiated from mid court on. Offensive player must be able to take one (1) step inside half court line. A rebound constitutes possession.
 - i. Defensive player must match up with offensive player as they cross mid-court. The defensive player must stay on the side of the court of the offensive player at all times. The defensive player DOES NOT have to follow the offensive player to the corner of the court (to avoid the offensive team making it a one-on-one game), but must leave the paint and not play a zone. They can assist their teammate if an offensive player beats them.
 - ii. 9/10 year old leagues. Double-teaming/help defense is allowed within the lane area (the "paint") and both defensive players must be actively pursuing the ball. The players cannot be playing a modified zone defense. Defensive players must match up with their offensive opponent as they cross mid-court. Double teaming is not permitted beyond the lane area (the "paint").
 - iii. Each team will be given one warning per game of a double team or zone defense. The next and all other double team infractions will result in a technical foul.
 - b. Man to man or zone defenses are permitted in all leagues 11 years old and older.
 - c. Full court pressing is allowed for ages 11 & up with the following guidelines.
 - i. 11/12 boys and 11/13 girls- full court press in 8th period only and overtime..
 - ii. 13/14 boys, 15/18 year old boys, and 14/18 year old girls divisions- pressing allowed during all 8 periods and overtime.
 - iii. REMINDER: there is no full court pressing in 7/8 or 9/10 leagues (both boys & girls)

- e. 15 point "good sportsmanship" rule - Full court pressing is not allowed if winning by 15 or more points in all leagues.
9. Five (5) personal fouls on any player will cause removal of player from that game.
 10. Seven (7) team fouls in a half constitutes a one-and-one penalty situation. Ten (10) team fouls in a half constitutes two (2) shots.
 11. FOUL LINE FOR SHOOTING FREE THROWS:
 - a. 7/8 year olds - No foul shots.
 - b. 9/10 year olds will shoot from twelve (12) feet (a step in from regulation).
 - c. 11 year old and up will shoot from regulation foul line.
 12. TIME RELATED RULES:
 - a. Ten-second time line rule (inbounds to half court)- all ages
 - b. Five-second lane violation - 7 - 8 year olds
 - c. Three-second lane violation – 9 years old and above
 - d. Five-second in-bounds rule - all ages
 13. THREE POINTERS: If there is a three point line they count as 3 points. If there is no 3 point line, it is a 2 point goal.
 14. Coaches are responsible for update appropriate areas of the WEB site, which includes team highlights and scores (no scoring in 7/8 leagues).
 15. Home team coach is responsible for:
 - a. Setting up score table and all chairs for start of games
 - b. Taking down score table and all chairs at end of last game
 - c. Making sure gym and surrounding areas are cleaned up after last game
 - e. Making sure equipment and balls are back in cage and cage is locked and secured.
 - f. Making sure score of game is entered into webpage.