



TCYBA Game Rules

(Modified FIBA Rules)

	Development Teams					Rep Teams		
	Grade 3/4	Grade 4/5	Grade 5/6	Grade 6/7/8	Grade 9+	Boys	Girls	
Height of the Hoops	9'	9'	9'	10'	10'	10'	10'	
Ball Size	5	5	6	6	Girls: 6	U13 6	U14 7	6
				G8 Boys: 7	Boys: 7			
Equal Playing Time	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
Set Positions for Players	No	No	No	No	No	No	No	
Screen and Picks Allowed	No	No	Yes	Yes	Yes	Yes	Yes	
Half Court Defense	Yes	Yes	Inbound plays only	if team skill levels are uneven		No	No	
Full Court Defense	No	No	Allowed on "live ball" turnovers	Yes, with exception noted above		Yes	Yes	
Man to Man Defense	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
Zone Defense	No	No	No	No	No	No	No	
Double Team	No	No	No	Inside 3 pt line				
# Secs in Key	Unlimited	5	3	3	3	3	3	
# Secs to Inbound	10	10	10	5	5	5	5	
# Secs to Cross Half Court	Unlimited (Over & back allowed)	10	10	10	10	10	10	
Free Throws	No	No	No	Yes	Yes	Yes	Yes	
# Fouls per Player	Unlimited	Unlimited	6	5	5	5	5	
Score Kept	No	No	No	No	Yes	Yes	Yes	
# of 1 Min Timeouts per Half	1	1	1	1	1	2-1st Half 3-2nd Half	2-1st Half 3-2nd Half	

General Notes (All SNYBL Teams)

- Games and scrimmages to use 5 players aside (smaller number of players allowed depending on turnout)
- All ball handling infractions and line infractions will be called.
- All contact fouls will be called. For Junior teams all fouls result in loss of possession taken on the side of court. For Senior teams, the player who has been fouled in shooting position will be awarded free throws. All non-shooting fouls result in loss of possession taken on the side of court.
- Aggressive play, rudeness or poor sportsmanship may result in player being asked to sit out at Referee's discretion.
- Coaches and/or parents displaying inappropriate or un-sportsmanlike behavior may be warned or asked to leave by the referee.
- All players must wear their TCYBA jersey and shorts both at practices and games. Jersey must be tucked into shorts.

Grade 5/6 Teams Only

- Away team to designate parent to keep track of fouls for both teams. That parent should be located on the same side of the court as the players, so that referees can inform him/her which player made a foul.

Grade 9+ Teams Only

- Home team to designate parent who will keep the score and away team to designate parent to keep track of fouls for both teams.
- Foul shots have to be taken quickly - 5 seconds to attempt to take free throw. If there is a delay by offense team, ball possession is awarded on the sideline to the other team.
- Help Defense definition: "When your opponent is 2 or more passes from the ball, a player can be in a help-side position. This will allow a teammate to help against the ball penetrating the paint. This involves dropping off your man some (but without losing sight of him) and sagging toward ball side."

Basic Person to Person Half Court Principles:

1. On ball carrier
 - a) above 3 pt line - Player may sag back to the 3 pt line to guard his/her check. No person to person set of rules suggest that any player must be within 6 feet of their check at center court.
 - b) 3 point line or closer to the basket - Player checking the ball must be within 6 feet of their check. A player who consistently sags back on their check to cover a pass into the post or key area is in violation of this rule.
2. One pass away - All players checking a person one pass away from the ball should be playing some form of deny defense. The method or style of this deny defense is up to the coach but the player must be close enough to their check (within 8 feet) to closely guard the check if the ball is passed to him/her. A player who is one pass away who consistently sags back on their check to cover a pass into the post or key area is in violation of this rule. Anyone in the key area is always considered one pass away.
3. Side opposite the ball (weaksid or helpside) - Good help side person to person defense allows the defensive player on the help side to have both feet in the key if the ball is two passes away. These players are allowed to help out teammates that are beaten on drives or rotate on players who are receiving passes in the key area. However, players away from the ball must follow the offensive patterns of their checks. They cannot sit in a spot and ignore the cuts or movement of their checks away from the ball, or they are in violation of person to person rules.
4. Post Defense - Players can front or play behind the player who posts up on the lane or who plays in the key. Players checking a post player who is away from the ball have the same rules as Side Opposite the Ball.
5. Help and Recover - Having players help individuals beaten on a drive or rotating on players is a part of good person to person play. The same thing applies to lobs or passes to the post. However, if no shot or drive occurs on the play and the ball is passed back out, the defensive player must recover to his/her check.

BASKETBALL BC

U13 METRO LEAGUE RULES

Registration

All players and coaches MUST be registered with BBC. (SNYB registered teams are exempt as already registered). The cost is \$10/player or coach and is a BBC membership good for one year. Names, birthdates and postal codes must be submitted to BBC before first game.

Rules

Modified FIBA rules will be in place for the Metro League

- Game format will be 4 - 8 minute stop time quarters
- A 30 second shot clock will be in use (if possible) or referee silent count
- The 10 second half court rule is in effect
- Teams will be allowed 2 time outs in the first half, 3 in the second - 50 secs - non cumulative
- During the first 3 quarters there will be equal playing time for all players - during the last 8 minutes and any overtime, substitutions will be at the discretion of the coach
- If a coach feels that he would like to play less developed players MORE in the first 24 minutes thereby playing his "better" players less than equally in those first 3 quarters, that is acceptable with the agreement of the opposing coach
- Fouls - players are disqualified on their 5th foul; team bonus at 5 fouls/quarter
- Press - full court (man-to-man) press is allowed; however, when a lead exceeds 15 points, the coach will pull players back to half court
- Double teaming is not permitted outside the key area
- Due to time constraints in some gyms coaches may change length/timing of game if BOTH agree but the equal play rule still is required
- Zone defenses of ANY kind are not allowed
- Minimum roster is 10 players - teams playing less than 10 will forfeit the game UNLESS the opposing coach agrees (the game can still be played)

There is no Game Director.....coaches are responsible for enforcing the rules for their own team and abiding by the spirit of the rules. Timers and Scorekeepers will be paid by Basketball BC- in the event none are available the participating teams must be ready to supply - advance notice will be given as possible.

Ages

All players MUST be 12 years old (or less) as of December 31, 2010 OR registered in Grade 7 for the first time.

Any team using ineligible players will forfeit that game and be suspended from all league play on a second occurrence.

Rosters

- Submit rosters (and changes as they occur) and payment to **BBC BEFORE** your first game with players name, school and birth date.
- Rosters will remain open until January 8, 2011 - then they are frozen.
- **Any rosters not submitted by January 8, 2011 may result in future game forfeiture by the team who has not submitted their roster.**
- Players may only play **for one club per season** (if club has two teams in different divisions they may move up or down) (**one time only** - before Jan 8 then frozen).

Protests, Complaints, Etc.

Any concerns will be directed to the Basketball BC Manager, Jay Deo. If necessary a committee of Jay and 2 “disinterested coaches”, selected by BBC, will adjudicate any concerns. Their decision(s) will be FINAL.

Recommended Penalties

Please download or click the file from the link below for an outline of recommended penalties as mandated by Basketball BC. All penalties are subject to review and may be reduced or increased based on the discretion of Basketball BC officials.

[RECOMMENDED PENALTIES.PDF](#)

Officials

BCBOA officials will be contacted for assignment. If BCBOA officials are NOT available (as documented by an assignor) then the teams will be asked to get referees.

Officials will be paid by BBC. Officials will not be asked to call zones, illegal trapping/double teaming or manage equal substitution other than administering the stop time.

Costs

All team members must be registered with BBC at a cost of \$10/player/ coach.

Gym, referee and minor officials costs will be \$700....paid before first game. Teams that host will be reimbursed for gym time.