



TCYBA Development League FIBA Modified Game Rules

	Development Teams					Rep Teams	
	Grade 3/4	Grade 4/5	Grade 5/6	Grade 6/7/8	Grade 8,9+	Boys	Girls
Hoop Height	9'	9'	9'	10'	10'	10'	10'
Ball Size	5	5	6	6	Girls: 6	U12 & U13: 6	U14: 7
				G8 Boys: 7	Boys: 7		
Equal Playing Time	Yes	Yes	Yes	Yes	Yes Gr 8 Last Qtr. Free	Yes	Yes
Set Positions for Players	No	No	No	No	No	No	No
Screen & Picks Allowed	No	No	No	Yes	Yes	Yes	Yes
Half-Court Defense	Yes	Yes	Yes	if team skill levels are uneven at 9+		No	No
Full Court Defense	No	No	No	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 & Help Defense	No	No	No	Inside 3 Pt Line	Yes	Yes	Yes
2 Hands, No Steal	Yes	Yes	No	No		No	No
# 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	6/7 = No 7/8 = Yes	Yes	Yes	Yes
# of 1 Min Timeouts / Half	1	1	1	1	1	2-1st Half 3-2nd Half	2-1st Half 3-2nd Half
Closely Guarded Player	10 seconds	10 seconds	10 seconds	5 seconds	5 seconds		

General Notes

- Games and scrimmages to use 5 players aside (smaller number of players allowed depending on turnout) Gr 3/4 is 3x3 both in both the half court and cross court games.
- 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 3/4 and 4/5 Teams Only

- The defender commits a foul when/if attempting to take the ball from the offensive player when that player has two handed possession of the ball. "Attempting to take the ball" is defined as a slap, swipe, grab or other action that makes contact with the ball or ball-handler.

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 3/4,4/5 and Grade 5/6 Teams Only

- Help Defense and Illegal Defense Rules definition: When your offensive opponent is 2 or more passes from the ball, a defensive player may only be in the key for a maximum of 3 seconds and then must position themselves with both feet outside of the key unless they are guarding a player that takes up an offensive position inside the key. If the defender is guarding a player that has lined up just outside of the key on the lane or foul line and the defensive player is within an extended arm's length from their check, they are in a legal defensive position.
- Defensive players may assist teammates in negating drives to the basket if the initial defender is beaten. If the initial defender maintains their pressure on the ball handler and is not beaten a defensive rotation would result in a double team and would be illegal.
- In both cases if a defensive violation occurs and the offensive team loses the ball, the game officials will blow their whistle, stop play and award the ball back to the offensive team from either the closest sideline or baseline position.

Grade 6/7/8 Teams Only

- Help Defense definition: "When your opponent is 2 or more passes from the ball, a player can be in a traditional help-side position. This will allow a teammate to help against the ball penetrating the paint. This involves dropping off your check (but without losing sight of them) and sagging toward ball side."

Competitive Grade 8 Teams Only

- Help Defense: "Regular High School Rules Apply."
- Player Substitutions: Equal playing time will be used in the first three quarters of the game. Coaches may substitute freely in the last quarter of the game.
- The Foul Shooting penalty will occur when the foul total reaches 8 per half for an individual team at which point 2 Foul Shots will be awarded.
- In case of a tied score at the completion of a game, each team will shoot three free throws using a different shooter on each shot to determine a winner. If the score remains tied after the first three shots are taken and made, sudden death will occur using the remaining players that haven't already shot until a winner is determined. This policy is in place to ensure that games that will follow afterward may start and end on time.
- A full court press mercy rule is in place at 15 points

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.
- Double teaming in the full and backcourt is allowed.
- A full court press mercy rule is in place at 15 points



Tri City Youth Basketball Association Fair Play Codes of Conduct

Player Sharing Policy

When six or fewer players are available for a game.

In the spirit of TCYBA's philosophy of fair play and player development one of the following options are to be implemented whenever there are six (6) or fewer players available to play for a team in any TCYBA Development League game.

Coaches may agree to either...

1. Share players to make up balanced teams

or

2. Play 4 vs. 4 with no press

This applies to all age levels in the Development League.