

2012 DUBUQUE Y SPORTS ASSOCIATION BASKETBALL LEAGUE RULES

"A-A" DIVISION (7TH & 8TH Grade) Advanced "A-B" DIVISION (7TH & 8TH Grade) Beginner
"B-A" DIVISION (5TH & 6TH Grade) Advanced "B-B" DIVISION (5TH & 6TH Grade) Beginner

GENERAL:

- Iowa High School rules apply with the following alterations:
- **There will be (2) referees to officiate each game, (1) being Certified when possible.**
- **Each team will need to provide one person from each team to keep score/time and/or fouls.**
- **Team Score Sheets will need to be turned in to the scorers' table a minimum of 5 minutes prior to game time.**
 - **Failure to turn in sheet by deadline will result in a Technical Foul. (2 points and ball to opposing team)**
- A **Jump Ball** will start the game. Alternating possession will determine jump balls during the game.
- League will supply game ball and (1) warm-up ball per team. (To be returned after the game)
- Coaches are encouraged to bring extra warm up balls if needed. League will not be responsible for lost balls.
- All players **must play in all games** (equal time if possible).
- If for any reason your team will have less than 5 players. – Notify us at least 3 days prior to your scheduled game time.
- **Your game will be a forfeit and unfortunately will not be made up. A replacement team will take your place.**

JERSEYS:

- 2nd through 6th grade teams **MUST** wear DBBL colored/ numbered jersey to all games.
 - **7/8th Grade Division:** All teams will be responsible for their own reversible jerseys with number on back.

TIME:

- All games will consist of (2) 20-minute halves. Half time will be 3 minutes long.
- Continuous running clock until the last 1 minute of the 1st half and the last 2 minutes of the 2nd half.
 - **Clock will stop for all dead balls within these 3 min.**
- Clock will stop for all timeouts but not for free throws. **(Except for the last 2 min. of the game)**
- Each team will be given (1) time out in the first half and (2) in the second half. **If the first half time out is not used it is lost,**
 - Only (2) will be given in the second half. (3) Total per game maximum. Time outs will be 1 minute long.
- In the event of a tie, there will be a (2) minute overtime. If still tied, then there will be a 2 min. sudden death period. If tied at the end of the sudden death, the game will be considered a tie. In each additional session, 1 time-out will be given but no time-outs will carry over.

OFFENSE:

- **Score will be kept.** Standings will not.
 - A **"MERCY"** rule will be in effect. Any team that finds itself leading by **15 points** must back off on defense to allow the other team to also learn from their experience. Pull your defense back to inside the 3-point line / or a distance which will allow perimeter passing. NO Pressing or trapping. Once the score is again within 10 points, the leading team can resume regular play.
- Substitutions may be made at any dead ball situation. Coaches must send the player(s) to the scorers' table to sub in and then the officials will beckon the player(s) on to the court at the next dead ball.
- Free throws on shooting fouls; 1 and 1 at 7 team fouls and 2 free throws at double bonus (10 team fouls).
- **Personal & team fouls will be kept.** Players committing 5 personal fouls have fouled out of the game.

DEFENSE:

- **Pressing:** A-A - Division – Allowed (**Zone or Man to Man**) (see mercy rule)
 - A-B - Division – Allowed Only in the 2nd Half of the game (**Zone or Man to Man**) (see mercy rule)
 - B-A - Division – Allowed Only in the last 10 min. of the game (**Man to Man Press ONLY**) (see mercy rule)
 - B-B - Division – Allowed in last 2 min. of the game; to prevent teams from stalling in the backcourt (**Man to Man Press ONLY**)
- **Zone Defense:** A-A - Division - Allowed (see mercy rule)
 - A-B - Division – Allowed Only in the 2nd Half of the game (see mercy rule)
 - B-A & B-B – Divisions Allowed Only in the last 10 min of the game (see mercy rule)
- **'B' Division (5th & 6th Grade) must play Man to Man defense prior to last 10 min of the game.** (No zone – No trap)
 - If a player continues to sag into the lane, not playing man to man, prior to the last 10 min., the player and team will be warned 2 times. On the 3rd time it will consist of a "Team Technical" No personal penalty but 2 points and the ball will be awarded to the opposing team. Man to Man Defense is stressed and **MUST** be adhered to.

CONDUCT / SPORTSMANSHIP:

- Players and Coaches are given (1) warning from the referee for bad behavior, after that if a player receives a **technical foul**, they will be removed from the game and not allowed to finish that game. If a Coach receives a **technical foul** he/she will be removed from the game and not allowed to finish that game. If multiple technical fouls are given throughout the season to a player or coach, the DYSA Board will determine the future of this player/ coach within the league.
- **A Technical Foul consists of removal from the game, 2 points and the ball given to the opposing team.**
- Coaches / players will **not** dispute the officials' calls during the game. Rule interpretations can occur at the end of halves, or games. Contact any of the D.Y.S.A. staff for assistance in needed.
- **Inappropriate language will not be permitted from anyone.** Parents / coaches using inappropriate language will be asked to leave. Players using inappropriate language will receive a technical & sit out. Parents that get out of control could result in giving their team a technical foul. BE Supportive – NOT Destructive to the development of your children.

PLEASE REMEMBER All league directors, scorers, timers, coaches and site coordinators are volunteering their time and efforts to provide you the opportunity to play. With their help and your team's positive attitude, we will have a successful season. **GOOD SPORTSMANSHIP IS EXPECTED FROM ALL COACHES, PLAYERS AND FANS!! Good luck and have FUN!!! Visit our website at www.DYSAsite.com**

T- teach **E**- enforce **A**- advocate **M**- model

The six pillars of character

Trustworthiness – Respect – Responsibility – Fairness – Caring – Citizenship