

# 2012 DUBUQUE Y SPORTS ASSOCIATION BASKETBALL LEAGUE RULES

## 'C' DIVISION (3rd & 4<sup>TH</sup> Grade) Intermediate

### GENERAL:

- Iowa High School rules apply with the following alterations:
- **There will be minimum of (1) referees to officiate each game, (2) if possible.**
- **Teams will each need to provide one person to keep score/time.**
- **Score / foul stat sheets will be needed at this level**
  - **Failure to turn in sheet by deadline will result in a Technical Foul. (2 points and ball to opposing team)**
- A Jump Ball or a draw of fingers will start the game. (Start to teach how to execute a jump ball situation)
- 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. We will try to find a replacement team to take your place so your original opponent does not lose the chance to play their game.**

### JERSEYS:

- All teams **MUST** wear DBBL colored/ numbered jersey to all games.

### TIME:

- All games will consist of (4) 8-minute quarters. Half time will be 3 minutes long.
- Clock will stop every 4 minutes for substitutions.
- Continuous running clock until the last 1 minute of the 1<sup>st</sup> half and the last 2 minutes of the 2<sup>nd</sup> 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 and last 1 min. of first half)**
- 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; there will be a (2) min. sudden death overtime.

### 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 allow perimeter passing. If the score gets within 10 points again, the leading team can resume regular play.
- **Team and individual fouls will be kept.**
- Basketball Rim will be dropped to (9) feet high
- Clock will stop every 4 minutes for a period of (1) minute to make **mandatory substitutions.**
- Other 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 only. Free throw line can be moved in to about 10 feet from the basket if needed. Players may follow through past the line when shooting. (Correct form at this level is the goal)
- No three-second calls. No five-second calls.

### DEFENSE:

- **Pressing: NOT Allowed** (Must play Man to Man)
- **Zone Defense: NOT Allowed** (Must play Man to Man)
- Man to Man Defense only. Players must only guard their player.
  - Help side defense is allowed but must return to MAN-to-MAN immediately after ball is stopped
  - **NO stealing off the dribble. Players may only steal off the pass.** (Officials/coaches will control this.)
- **The one exception to this is that ONLY within the lane, the ball may be stolen.**

### 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 wind up 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](http://www.DYSAsite.com)**

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

The six pillars of character

Trustworthiness – Respect – Responsibility – Fairness – Caring – Citizenship