

## SYB Game Rules 2018/19 Season

### **(Mini-Turks):**

**Defensive Rules:** (violations will result in verbal warnings and stopping games to assist when needed)

- No Press
- No Stealing- unless off the ball (on a pass)
- Man to Man defense only (No zone defenses)
- No Double Teaming- Each player has to guard their own man.
- Blocked shots are allowed as long as you are guarding your player.

### **Offensive Rules:**

- Traveling and Double Dribbling will not be called at this level, although we will remind kids to dribble.
- Players need to take the ball out of bounds and throw the ball in. Again, lot's of verbal warnings.
- No FT's. We will give the ball to the offensive team OB if foul's occur.
- No Over and Back violations.

### **Game Play:**

- 4-Quarters
- 5-minute running clock. The clock only stops during time-outs.
- 1-time out per half.
- 1 minute time-outs
- 5 minute half-time.
- NO SCORE kept during the games
- Games will be 3 on 3.
- Coaches will match players up evenly at the start of each quarter.

### **Playing Time:**

- All players will play a minimum of 2 full quarters. (only exceptions will be for injuries or if a kid just refuses to play)
- No maximum amount of playing time.
- Subbing will occur at beginning of quarter. Exceptions will be for injuries/emergencies.

## **Tier #1:**

**Defensive Rules:** (violations will result in verbal warnings and stopping games to assist when needed)

- No Press
- No Stealing- unless off the ball (on a pass)
- Man to Man defense only (No zone defenses)
- No Double Teaming- Each player has to guard their own man.
- Blocked shots are allowed as long as you are guarding your player.

## **Offensive Rules:**

- Increased emphasis on traveling and double dribbling. Might give a player an extra step or two but not running across the floor, or using double dribble's to gain an advantage. Called closer with higher skilled or older players.
- Players need to take the ball out of bounds and throw the ball in. Again, lot's of verbal warnings.
- Out of bounds called loosely. Try to keep the game moving.
- No FT's. We will give the ball to the offensive team OB if foul's occur.
- No Over and Back violations.

## **Game Play:**

- 4-quarters
- 8-minute running clock. The clock only stops during time-outs.
- 2-time outs per half.
- 1 minute time-outs
- 3 minute half-time.
- Score will be kept during the games, but will be turned off after one team has a 20 point lead.
- Games will be 3 on 3. We can revisit this as year goes on. Coaches will match players up evenly at the start of each quarter.
- No Overtime

## **Playing Time:**

- All players will play a minimum of 2 full Qt. (only exceptions will be for injuries or if a kid just refuses to play)
- No maximum amount of playing time.
- Subbing will occur at beginning of quarter. Exceptions will be for injuries/emergencies.

## Tier #2:

**Defensive Rules:** (violations will result in verbal warnings and stopping games to assist when needed)

- No Press
- Stealing IS allowed.
- Man to Man defense only (No zone defenses)
- Double teaming only allowed inside the key. This includes help defense. Players need to learn to get through the screens. No switching allowed outside the key.
- Weakside defenders can sag off to help, but can have no more than one foot in the key unless the ball is in the key.

## Offensive Rules:

- Normal basketball rules. Traveling and double dribbling will be called.
- Ft's will be shot from 10 ft-foul line. (ref's will line players up)
- All baskets' are worth 2 points. No 3 pt shots allowed.
- Over and Back violations will be called and result in a loss of possession.

## Game Play:

- 4-quarters
- 8-minute running clock. The clock stops during the final minute of each quarter, during time-outs and for FT's.
- 2-time outs per half.
- 1 minute time-outs
- 3 minute half-time.
- Score will be kept during games. Score will be turned off after a 20 pt lead for the remainder of the game.
- Games will be 5 on 5.
- Coaches will match players up evenly at the start of each quarter.
- After 7 fouls in a half, teams will shoot 1 & 1. After 10 fouls teams will shoot 2 Ft's.
- Each team will have 1 person keep score/fouls.
- A player "fouls out" at 5 fouls. Coaches can keep playing fouled out players, but each additional foul will result in an automatic 2 pts for opposing team and loss of possession.
- 2 minute over-time followed by sudden death overtime.

## Playing Time:

- All players will play a minimum of 2 quarters. The quarters don't have to be full, but coaches should track playing time to make sure each kid get's their quarters in.
- No maximum amount of playing time.
- Subbing will occur at the 4 minute mark of each quarter. No other subbing unless injury.
- These playing time limits can be waived at the discretion of the head coaches for kids who miss practice during the week w/o communication from players/parents.

### Tier #3:

**Defensive Rules:** (violations will result in verbal warnings and stopping games to assist when needed)

- Man to man full-court pressing is allowed.
- Stealing IS allowed.
- Man to Man defense only (No zone defenses)
- Double Teaming is allowed inside the half-court line as long as the base defense is man to man. No zone traps.
- No pressing will be allowed when the pressing team is up by 10 points or more.
- No Switching on screens allowed.

### Offensive Rules:

- Normal basketball rules. Traveling and double dribbling will be called.
- Ft's will be shot from 15 ft-foul line. (ref's will line players up)
- 2 pt and 3 pt shots are allowed.
- Over and Back violations will be called and result in a loss of possession.

### Game Play:

- 4-quarters
- 8-minute running clock. The clock stops during the final minute of each quarter, during time-outs and for FT's.
- 2-time outs per half.
- 1 minute time-outs
- 3 minute half-time.
- Score will be kept during games. Score will be turned off after a 20 pt lead for the remainder of the game, unless losing coach decides they want to keep it on.
- Games will be 5 on 5.
- Players will match up on their own. No lining teams up at mid-court to match up.
- After 7 fouls in a half, teams will shoot 1 & 1. After 10 fouls teams will shoot 2 Ft's.
- Each team will have 1 person keep score/fouls.
- A player "fouls out" at 5 fouls. Coaches can keep playing fouled out players, but each additional foul will result in an automatic 2 pts for opposing team and loss of possession.

### Playing Time:

- All players will play a minimum of 1 quarter. The quarters don't have to be full, but coaches should track playing time to make sure each kid get's their quarter in.
- These playing time limits can be waived at the discretion of the head coaches for kids who miss practice during the week w/o communication from players/parents.