

Regina Youth Club Basketball League Rules ****OUTDOOR****

Pre-Game

1. Team must have a coach/manager on the bench for the entire game. Coaches must wear RYCBL Coaches shirt.
2. Game Rosters – Teams must check in their rosters before each game begins. All teams must have a minimum of three players present at check in to begin the game, maximum of 6 players per scoresheet. Teams must ensure that the time/division/team name/coach name is allocated correctly.
3. Jerseys – all players are required to wear their club team uniform.
4. Initial possession will be awarded to the home team.

Game Format

1. Scoring Format – The team with the high score after 40 minutes is declared the winner. All shots made from behind the arc are worth 2 points, **dunks are also worth 2 points**, all other shots on the court count as one point. There will be no overtime. If at the end of 40 minutes the game is tied it will remain a tie.
2. 5 minute forfeit – each team has 5 minutes to arrive on the court before forfeiture is declared. A five minute countdown is started at the time of the official game start. Games may only be started with 3 players. A score of 13 - 0 will be recorded for a defaulted game.
3. Clock – running time for the entire game.
4. Change of Possession – the ball will alternate possession after made baskets. (except after free throws under the 12th foul rule).
 - a. After a basket is made and the ball is checked at the top, ONE PASS must be initiated before a basket can be scored.
5. Taking it Back – with a transition change of possession (defensive rebound, steal etc.) the transitioning teams ball handler must have both feet and the ball cleared behind the 2pt line. The ball does not have to be passed to initiate play. Failure to do this will result in a loss of possession and any points scored in said possession will be lost.
6. Jump Ball – jumps balls goes to the defense (exception: on all double fouls, the ball will remain with the offensive team).
7. Substitutions – are unlimited, can only be done during deadball situations.
8. Teams are to play man-to-man and no zone. Screens are allowed.

The Court

1. The top, sides and bottom of backboards are in play, any structural pieces are out of bounds
2. Out of bounds the outer edge of the court or netting/hockey boards behind the nets.

Fouls

1. Calling/Recording – The referee will call all fouls and will be recorded on the score sheet. All fouls are team fouls, there are no personal fouls
2. First 6 Foul Rule – the first 6 team fouls the ball will be taken back to the arc by the team that was fouled (except shooting fouls, 1 foul shot will be taken and then ball be given to the other team)
3. Seventh Foul Rule – beginning with the 7th team foul, the player fouled will be awarded 1 free throw (or two while attempting a 2 pt shot). After free throw(s), the ball changes possession whether the shots was made or not.

4. 12th Foul Rule – beginning with the 12th team foul, the player fouled will shoot 1 free throw (2 if fouled while taking a 2 pt shot). The team shooting the free throw(s) RETAINS possession regardless if the free throw is made or not.
5. If a player is fouled in the act of shooting, and they miss the shot attempt, free throws will be awarded. If a player is fouled on a shot attempt, and makes the shot, the basket counts, and the foul is recorded, however no additional free throws will be given.

Technical Fouls

1. Technical Foul – referees can assess technical fouls – without warning – for language, taunting, excessive arguing or unsportsmanlike conduct.
2. Flagrant/Intentional Fouls – there is a ZERO TOLERANCE for flagrant fouls or continuous misconduct. At the discretion of the referee or event staff member, these types of behaviors will result in team forfeiture of the game in questions, and the team and/or individual be put under probation for the duration of the league. Further offenses will lead to the team and/or individual dismissal from the league.
3. Possession – if a player received a technical foul, the opposing team will shoot 1 free throw and retain possession of the ball. In a double technical foul situation, no free throws will be awarded and the ball goes back to the team that had possession before the technicals were called. All officials and event staff have the right to dismiss a person from the game or league for bad behavior.

The RYCBL have the right to disqualify any team for infraction of the following policies:

Unnecessary Vulgarly or Abusive Conduct

Good sportsmanship is expected. RYCBL staff may step in at any time, including officiating games, immediately implementing the shooting of the free throws, termination of games, and/or escorting a player or team from the premises. This type of behavior will not be tolerated.

Important Rules and Reminders

1. Team Captain – the team captain is the sole representative on the court for their team. The captain has the right to speak with the referee for an explanation of any rules. There will be no protests permitted. Once play resumes or once the game is completed after a disagreement the problem is considered a dead issue. Time on the clock continues to run except for the last 2 minutes of the game.
2. Program Schedule – please read your schedule carefully to determine game time and court number, BE ON TIME!
3. RYCBL Staff – The program staff shall have the power to make decisions on any points not specifically covered in the rules. All decisions made by the program staff are final.
4. Schedule Adjustments – the RYCBL staff have the right to shorten any games in case of time constraints and/or unforeseen circumstances.
5. Protests - There are NO game protests. Rulings on situations not addressed within the package will be made at the discretion of the RYCBL staff.
6. Timeouts – each team is permitted two 45 second timeouts per game.