

# Eaton's Neck Youth Club

## General Rules and Regulations

- Each coach shall be responsible for selecting one adult to keep score or time for the game. Coaches may not perform this duty themselves. Each team may have a scorekeeper at the scorer's table, but only one book at the scorer's table will be the official book, as designated by the referee. No one under the age of 18 is permitted at the scorer's table.
- Each child on the team must play equal playing time in each game. Violations will be dealt with by league officers and or division chairperson and could result in game being forfeited and or suspension for the coach. Players may not wear any jewelry, string or rope bracelets or any hard substances including hair bands and casts. Furthermore, earrings may not be covered by tape or Band-Aids, they must be removed
- The game will begin with a jump ball, after which alternating possession will govern who receives the ball on subsequent jump ball situations, including the beginning of each quarter. Quarters will be 10 minutes running time, except the last minute of the each half. Each team will be allowed two 30 second time-outs per half. Time-outs cannot be carried over into the 2<sup>nd</sup> half or overtime. Any player or head coach may call a time-out. The clock runs on all time outs except in the last minute of the second and any time in the fourth quarter.
- The overtime periods will be 3 minutes with the clock stopping in the last minute of the period. The overtime period will begin with a jump ball. Each team will be allotted one time-out in the overtime. Team fouls will carry over from the second half. If the game is still tied after the overtime period is played, the game winner will be decided by the team who committed the fewest fouls during the game.
- To begin a game, a team must have at least four players. If a team cannot meet this requirement within 5 minutes of the scheduled game time it will forfeit the game. Teams may play with less than four players if players must leave the game due to illness, disqualification, expulsion, etc.
- Players will be disqualified if they are charged with 5 fouls (including personals and technical fouls). A disqualified player must be replaced, if a replacement is available, within 30 seconds or a technical foul will be assessed to the coach. The bonus (one and one) penalty will go into effect on the 7<sup>th</sup> foul committed by a team in a half. On the 10<sup>th</sup> foul committed, a 2 shot penalty is assessed. Technical fouls will count toward these fouls.
- Fighting, cursing, taunting an opposing player, obscene gestures or disrespect to an official will be grounds for a technical foul. Any coach who leaves the area in front of the team's bench or who jumps up to question an official's call may be given a technical foul. All technical fouls will count toward the team foul total and will be penalized by awarding 2 free throws and possession of the ball at midcourt to opposing team. Any coach, assistant coach, player or team follower can be ejected from the gymnasium by an official. Any of the proceeding who receives two unsporting conduct technical fouls must be expelled and will also be suspended for one additional game.
- Substitutions may only be made during dead ball situations. Substitutes may not enter the game until the official beckons the player onto the court.
- For Divisions 3 through 5 and 5/6 girls, offensive team players may stay in the free throw lane for a maximum of 5 seconds while their team has possession of the ball before being called for a violation (which will be called "3 second" violation by the official). For all other division the "3 second" rule applies.
- For Divisions 3 through 5 and 5/6 girls, foul shots can be taken at distance agreed upon before the season starts. The movement of the foul line does not change the "3 second" penalty zone. For boy's division, foul shooter and players may not cross the foul lanes until the ball hits the rim. For girls divisions, players on lane may enter lane when shooter releases the ball. Shooter and all others must wait until ball hits the rim.
- When an official observes any signs of bleeding or blood on a player, play will be immediately stopped and an injury time out will be taken. Under no circumstances will the player be allowed to return to the floor until the bleeding has stopped. The coach will be responsible for treating and covering the wound.

