

# 78<sup>th</sup> PRECINCT YOUTH COUNCIL

## JUNIOR VARSITY RULES

(Dated 11/20/08 – Current)

**NCAA STANDARD:** Any issue not specifically addressed in this document will be resolved by applying the standard rules of NCAA Women's Basketball

### CONDUCT

Coaches, players and fans are expected to observe good sportsmanship and adhere to the rules set down by the 78<sup>th</sup> Precinct Youth Council. Coaches, players, and fans shall show respect for the decisions of the Referees at all times.

Any player or coach who, in the determination of a Referee or Division Director, throws a punch or incites violence at a game will be immediately ejected and subject to suspension or expulsion. The length of such penalty shall be determined by the 78<sup>th</sup> Precinct Youth Council Basketball Program Committee

Any fan who, in the determination of a Referee or division director, throws a punch or who incites violence at a game will be ejected from the gym and may be banned from attending games of the 78<sup>th</sup> Precinct Youth Council Basketball Program for the remainder of the season. The length of such penalty shall be determined by the 78<sup>th</sup> Precinct Youth Council Basketball Program Committee.

Any player who, in the determination of a Referee, commits a flagrant foul (an intentional foul with either intent to hurt the opposing player or reckless disregard for the opposing player's safety), shall be ejected from the game and suspended for the following game. Any player who, in the determination of a Referee commits a second flagrant foul during the season, shall be subject to suspension or expulsion, the penalty to be determined by the 78<sup>th</sup> Precinct Youth Council Basketball Program Committee.

Any player or coach who, in determination of a Referee or Division Director, engages in trash talking, or who threatens another person will be given a technical foul. A second instance will result in ejection from the game. Any player who acts with disrespect towards a Referee shall be assessed a technical foul or be ejected from the game, at the discretion of the Referee. Any player or coach who is ejected from a game for a second time pursuant to this rule will be suspended or expelled from the program to be determined by the 78<sup>th</sup> Precinct Youth Council Basketball Program Committee.

## **PLAYING TIME**

**Every Player Is Entitled To Play Two Full Quarters Of Every Game. When there are less than ten players on a team, playing time will be allocated according to the table below.**

<b>Players</b>	<b>Quarters</b>
5	5 x 4 quarters
6	2 x 4 quarters and 4 x 3 quarters
7	6 x 3 quarters and 1 x 2 quarters
8	4 x 3 quarters and 4 x 2 quarters
9	2 x 3 quarters and 7 x 2 quarters
10	10 x 2 quarters

**Coaches shall encourage their players to attend all practices, and all games. Coaches shall make their Division Directors aware of players who are frequently absent from practices or games. Upon the request of a player's coach, a Division Director may reduce the playing time of a player who the Division Director determines, in his or her sole discretion, has been frequently absent without justification from practices or games. The Division Director should follow-up with player and parents to discuss problem and determine proper action. This may include reduction in playing time or replacing the player on the roster.**

**All players will play at least 1 quarter in the first half of the game, and at least 1 quarter in the second half, with the following exception. A player arriving late (after tip off), may have their first half playing time reduced, at the coach's discretion.**

**Free substitution will be allowed during any overtime period; playing time will be at the coach's discretion. Free substitution, in overtime, will take place on any dead ball, at the referee's discretion.**

## **INJURIES**

**If a game is stopped because a player is injured, the injured player shall come out of the game. Any Player Who Starts To Bleed From An Injury Shall Be Immediately Removed From The Game And Any Open Wound Shall Be Bandaged. Injury Timeouts shall be charged to the referee, not to the team of the injured player. An injured player removed from a game shall be returned to the game as soon as he or she is able to do so, but not until the next stoppage of play. The injured player shall not be entitled to be compensated for the time lost as a result of injury.**

## **FOULS**

**PERSONAL FOUL:** A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. It may be a shooting or non-shooting (common foul).

**TECHNICAL FOULS:** A technical foul is a foul by a nonplayer, a noncontact foul by a player, an intentional or flagrant contact foul while the ball is dead, a direct technical, charged to the head coach, an indirect technical, charged to the head coach, or a technical foul assessed to a team member

Technical Fouls assessed against a player shall result in the opposing team

- (a) taking two (2) free throws
- (b) being awarded possession of the ball.

**DISQUALIFICATION:** A player is disqualified on their fifth foul (personal and technical), second technical foul, or any flagrant foul.

**TEAM FOULS:** Team fouls assessed during a game to a team include:

- a. Shooting Fouls
- b. Common Fouls (defensive)
- c. Player Control Fouls (offensive)
- d. Technical shooting and non-shooting fouls incurred by its players.

After a team picks up its sixth (6th) team foul in a half, the bonus light or signal shall go on and the opposing team shall be in the "one and one" bonus foul shooting situation, on common fouls for the seventh, eighth, and ninth team foul in the half. Starting with the 10<sup>th</sup> team foul in the half, the "double-bonus" shall be in effect and two shots will be awarded for any common foul committed.

If an overtime period is played, it shall be considered a continuation of the second (2nd) half, rather than the start of a new half, for the purpose of the bonus situation.

## **LENGTH OF GAME/CLOCK STOPS/TIME-OUTS**

**LENGTH OF GAME:** The JV Division will play six (6) minutes quarters. The first overtime period will be three minutes. Subsequent overtime periods will be played on a "sudden death" basis (the first team to score wins). In a championship game, there will be no sudden death restriction.

**CLOCK STOPS:** The clock stops automatically on time outs, shooting fouls, and possession arrow changes. During the last two (2) minutes of the fourth (4<sup>th</sup>) quarters of every game and during overtime, the clock stops on every whistle. The referee may also stop the clock at any time.

**TIMEOUTS:** Each team is entitled to three 60-second timeouts and two 30-second timeouts per game. Unused timeouts carry over from quarter to quarter, and into any overtime periods. One additional 60-second timeout shall be awarded for each overtime period played.

**BACKCOURT:** A team taking possession of the ball is allowed ten (10) seconds to advance the ball past the mid-court line. A team ahead in a game which takes possession of the ball with less than thirty (30) seconds left in the game will inbound the ball from the mid-court line.

### **DEFENSE/BACKCOURT/PAINT AREA**

Coaches must teach both zone and person-to-person defenses.

Defense will alternate as follows:

1. Zone defense - quarter one and quarter three
  - a. 2008 - 2-1-2 or 2-3 zone only
  - b. 2009 - 2010 season and beyond - teams may employ any zone they desire (2-1-2, 2-3, 3-2, 1-3-1 or box and 1)
2. Person-to-person defense - quarters two and four. Defenders may pick up their opponent 6 feet beyond the division line in the opponent's frontcourt. This line is even with the closest part of the jump circle to the basket.
3. More than one defender (up to five) may guard any player that has the ball in their possession. This applies to the zone or man-to-man defense.
4. No team may press in the backcourt. A team violating this rule will be given a warning on the first violation and a technical foul will be called on subsequent violations.
5. If a player throws the ball directly to a defensive player in the backcourt, the opposing team shall not be penalized. It will be treated as a steal in the frontcourt and play will not stop. The player and her teammates can attempt to score.

## **EQUIPMENT/UNIFORMS**

Players are required to wear the 78th Precinct basketball shirt for their team and shorts (without pockets) during the games. The failure by a player to have his or her shirt or shorts at a game shall be a technical foul, which shall entitle the opposing team to take two (2) foul shots at the beginning of the game. Each team in violation of this rule must shoot the foul shots, unless the other team is also in violation and the penalties cancel themselves. Players wearing shorts with pockets will not have a technical foul called, but the player will not be allowed to play in that game.

Jewelry, watches, earrings and hats (unless for religious cover) may not be worn during games or practices. Sneakers are the only permissible footwear to be worn during games and practices.