

Conduct

Participants – Coaches, Players, and Parents sign the "AYS Code of Conduct" when registering online to play AYS basketball. By registering, all parents, players and coaches agree to be held to, and abide by the AYS Code of Conduct. Violations of the AYS Code of Conduct will not be tolerated.

Guests attending AYS games should be informed of the Code of Conduct as well. Parents must be responsible for their children and everyone is to remain in the gymnasium at all times (unless restroom facilities cannot be accessed from the gym). Anyone associated with AYS basketball found roaming the halls will be banned from the school.

AYS takes this matter very seriously and we expect our coaches, players, and parents to do the same. Thank you.

League Goals

Goals of the AYS girls' basketball league are:

- Involve everyone in a positive team experience
- Continue to develop basketball skills and player confidence
- Provide positive role models
- Mentor players so they will want to coach their kids one day
- Have fun!

League Overview

AYS Girls Basketball Leagues are recreational and aim to teach and instruct the game of basketball to players within the following framework:

- Keeping score
- Keeping team records and league standings
- Emphasizing player effort
- Practicing good sportsmanship

Official Rules

All situations will be governed by the IHSAA basketball rules with the following exceptions and clarifications.

These exceptions and clarifications have been approved by the AYS Basketball Committee and AYS Leadership.

Changes ANY CHANGES TO THESE RULES MUST BE APPROVED BY THE AYS BASKETBALL COMMITTEE.



Approval of Coaches

The AYS Basketball Committee must approve all coaches per the approved AYS policy. All coaches must undergo a background check as part of the approval process.

Team Selection

Teams will be determined per the approved **AYS Team Selection Policy.** The goal of the selection process is to fairly evaluate player skills, in order to balance teams as fairly and equally as possible.

Number of Games

The number of games in the AYS league may vary due to the number of teams organized in the league. The minimum number of games that shall be permitted for the regular season is eight (8). Efforts will be made to make up games and practices that are cancelled due to inclement weather.

Participation and Competition

Each team member must play a MINIMUM of 2 quarters total. A quarter consists of 8:00 game running clock minutes for Kindergarten - 2nd Grade leagues and 6:00 game clock minutes for 3rd-6th Grade leagues. Substitutions for sick or injured players do not count toward playing time for the substitute (replacement) player.

Player substitutions can't be made until all players have played 2 full quarters. No player can play 3 quarters until all players have played 2 FULL quarters. No player can play 4 quarters until all players have played 3 FULL quarters. Substitutions can be made in the last 2 minutes of the 4th quarter as long as all playing time rules have been met.

NOTE: It is up to the Head Coach and the Assistant Coach <u>of each team</u> to ensure that every player receives the minimum of at least 2 quarters of playing time per game. Violations of this rule will be addressed accordingly.

Attendance Issues - Any coach who wishes to refuse a player the right to play in a game must notify the Commissioner of their respective grade at least 48 hours prior to the scheduled start of the game. The coach must have tried all possible methods of resolving the problem before contacting the Commissioner.

There is no obligation to play any team member who arrives after the game starts. The coach should take into consideration the entire situation before deciding not to allow the player to play two full quarters.



RULES – QUICK REFERENCE GUIDE*

| | Kindergarten | 1st-2nd | 3rd-4th | 5th-6th |
|-------------------------------|---|---|---|---|
| Scoring limit | 12 | 12 | 16 | 20 |
| Foul Limit | 5 | 5 | 5 | 5 |
| Team fouls Intentional fouls | 7th is 1&1 Bonus 10th is 2 Free Throws 2 Free Throws | 7th is 1&1 Bonus 10th is 2 Free Throws 2 Free Throws | 7th is 1&1 Bonus 2 Free Throws & possession @ | 7th is 1&1 Bonus 2 Free Throws & possession @ |
| Game length | 4 Quarters 8 Minutes Each Continuous Running Clock | 4 Quarters 8 Minutes Each Continuous Running Clock | midcourt 4 Quarters 8 Minutes Each Continuous Running Clock | midcourt 4 Quarters 9 Minutes Each Continuous Running Clock |
| Half Time | 3 Minutes | 3 Minutes | 3 Minutes | 3 Minutes |
| Playing time | No player can play 3 quarters until all players have played 2 FULL qtrs. No player can play 4 quarters until all players have played 3 FULL qtrs. No substitutions until last 2 minutes of 4th quarter; all playing time rules apply. | No player can play 3 quarters until all players have played 2 FULL qtrs. No player can play 4 quarters until all players have played 3 FULL qtrs. No substitutions until last 2 minutes of 4th quarter; all playing time rules apply. | No player can play 3 quarters until all players have played 2 FULL qtrs. No player can play 4 quarters until all players have played 3 FULL qtrs. No substitutions until last 2 minutes of 4th quarter; all playing time rules apply. | No player can play 3 quarters until all players have played 2 FULL qtrs. No player can play 4 quarters until all players have played 3 FULL qtrs. No substitutions until last 2 minutes of 4th quarter; all playing time rules apply. |



| Tourney | Yes | Yes | Yes. Playing Time is the same except if one team has 8 players & the other team has 6, the team with 6 must sit out their #1 or #2 draft pick for 1 FULL Qtr. | Yes. Playing Time is the same except if one team has 8 players & the other team has 6, the team with 6 must sit out their #1 or #2 draft pick for 1 FULL Qtr. |
|-----------------------|--|---|---|---|
| Game play | 5 V 5 | 5 V 5 | 5 V 5 | 5 V 5 |
| Lane violation | None | None | 5 Seconds | 3 Seconds |
| 3pt | No | No | No | Yes |
| Zone D | Not Allowed Man to Man ONLY cannot play space. Armbands provided to help stay with their person | Not Allowed Man to Man ONLY cannot play space. Armbands provided to help stay with their person | Not Allowed Man to Man ONLY cannot play space | Yes |
| Backcourt D | No | No | Man-to-man, last 2 min reg. and OT - if leading by less than 15 | Man-to-man ONLY, no double teams or trapping. Cannot play backcourt D if + 15. |
| Double in frontcourt | No | No | Yes - Below FT line extended | Yes (b'c Zone is Allowed) |
| Goal Ht. | 8 | 8 | 9 | 10 |
| Ball size | 27.5 | 27.5 | 28.5 | 28.5 |
| FT Line | 10 | 10 | 12 | 15 |
| ОТ | No | No | (1) 3-minute quarter. If still tied, then sudden death. * | (1) 3-minute quarter. If still tied, then sudden death. * |
| Time outs | 1 per half | 1 per half | 3, 1 OT (player or coach can call, 1 min each.) | 3, 1 OT (player or coach can call, 1 min each.) |
| Steals Off Dribble | NOT Allowed off of dribble or pass | NOT Allowed off of dribble or pass | Yes, but allow all players opportunity to bring ball up | Yes |



*Quick reference guide does not supersede official rule book

Notes (*): A player who reaches the scoring limit may stay in the game & shoot free throws only. If a player makes a field goal after reaching the scoring cap, that player must be removed for the remainder of the game and the basket does not count. Example: If the scoring cap is 10, and a player has 9 points, that player is still eligible to score a field goal and then can only score on free throws.

Other rules:

- 1. No clear-outs allowed on offense (4 players on one side, 1 player alone).
- 2. 2 warnings given for backcourt defense then technical is called.
- Free throws: Players in lane may leave on release; cannot make contact w/ shooter until the ball contacts the rim. Shooter may leave when ball contacts rim. Players outside the lane may enter once ball contacts the rim.
- 4. Both teams starting the day responsible for clock and chair setup. All teams responsible for all cleanup after games. Last two teams responsible to put away chairs and equipment.
- 5. An injured player can be substituted. The quarter counts for the injured player but does not count for the player that subs in.
- * Sudden Death = Begin with jump ball, first team to score wins. Only applies in regular season.
 - 6. Forfeits: Team w/o 5 players 5 min after game starts will forfeit. Teams may pick up league-registered player from another team if <5 show. However, if 5th player shows, coach must remove non-team player. Substitute must be in same grade or grade below. Man to Man defense cannot play space. Defender must stay with the player they are guarding & not more than 3-4 feet away.



- 7. Zone D = 5th/6th grade can double team & trap in entire frontcourt.
- 8. 10 seconds to cross midcourt; 5 seconds to dribble or pass
- 9. Top, bottom, sides backboard inbounds. Supports are out.
- 10. Jump ball to start game and OT, alt. possession otherwise.
- 11. Anything not covered by these rules will default to IHSAA rules.
- 12. The AYS Code of Conduct is a zero tolerance policy and applies to all players, parents, coaches, spectators, and officials.

Tournaments

Kindergarten – 2^{nd} grade AYS Basketball leagues will be offered a post-season tournament. This is per team choice to participate. 3^{rd} - 6^{th} grade leagues will have a post-season tournament. Regular season records will be recorded by the League Coordinator in order to seed the tournaments. All coaches must report the results of their game each week to their respective coordinator (who won, who lost, and the final score). In the event of a tie in the standings, the tie breaker will be most points scored.

KG - 2nd Grade

A regulation game will consist of four (4) quarters, which will be eight (8) running clock minutes in length. The clock will stop for Timeouts. There will be a 3-minute half time intermission, and a 1-minute break between quarters.

3rd/4th Grade

A regulation game will consist of four (4) quarters, which will be eight (8) running clock minutes in length. The clock will stop for Timeouts, as well as free throw shots, and the final 2 minutes in the 4th quarter the clock stops on each whistle. There will be a 3-minute half time intermission, and a 1-minute break between quarters.

5th/6th Grade

A regulation game will consist of four (4) quarters, which will be nine (9) running clock minutes in length. The clock will stop for Timeouts, and the final 2 minutes in the 4th quarter the clock stops on each whistle. There will be a 3-minute half time intermission, and a 1-minute break between quarters.



Players on the lane can move as soon as the ball is released from the shooter's hand; they cannot make contact with the shooter until the ball hits the rim. The shooter cannot leave until the ball hits the rim. Players outside of the lane may not enter until the ball hits the rim.

Each team will be given at least 5 minutes of warm-up prior to the start of the game.

A team must have 5 players to start the game. Less than 5 players on a team within 5 minutes after the scheduled starting time MAY constitute a forfeit. During the regular season, a substitute can be picked up. This does not apply to the tournament. The substitute must be registered with AYS. The substitute must be from the same age division or younger. Only enough substitute players may be picked up to complete a 5-player lineup. If a regular team member arrives late, the substitute must be removed at the end of the quarter. In the event of an injury, a substitute may also be picked up if no other team players are available.

A game cannot be forfeited due to miscommunication of schedule between AYS to Head Coach or between Head Coach to the team. We are all volunteers and mistakes do happen. Under the circumstances of an entire team not showing up due to miscommunication of scheduling, all efforts will be made to reschedule. In instances such as if a coach habitually mis-communicates schedules to his/her team, the AYS Basketball Committee reserves the right to make the final determination.

Canceled games may be rescheduled by the scheduling coordinator or the AYS Basketball Commissioner (dependent upon Gym availability).

<u>Both</u> teams will be responsible for disposing of litter on and around the gym, bleachers, and bench after each game. Note: We pay to rent the gymnasiums from Avon Schools, but we do not pay the custodians for being there. Please clean up after yourselves!

Both teams for the last game of the day will be responsible for putting away any equipment including, but not limited to chairs from the benches, scorer's table, and scoreboard/clock.

Kindergarten – 2^{nd} Grade is allowed 1 timeout per half. 3^{rd} – 6^{th} grade receives 4 timeouts. All timeouts are 1 minute each. There is an additional one (1) minute timeout allowed for each overtime period. Coaches or players are allowed to call timeout during a game. Score books will be provided.



A parent volunteer will be designated keep the scorebook at each game. A parent volunteer from the opposing team will be designated to run the clock.

It is the responsibility of each team to ensure that playing time rules are followed.

Any rules not covered above will be governed by IHSAA basketball rules (i.e. 10 seconds to cross half court, 5 seconds to dribble or pass, top of the backboard, sides and bottom are in-bounds – the supports are out of bounds, jump ball at the start of the game and overtime, otherwise alternate possessions).