

ROSLYN BOOSTER BASKETBALL CLUB, INC. (RBBC)

LEAGUE BASKETBALL RULES

VERSION 10-01-2011 v1

Highlights

Changes for 2011-2012

Notice: These rules were prepared by, and are intended to be for the sole use of the Roslyn Booster Basketball Club, Inc. (hereinafter referred to as "RBBC") (a voluntary not-for-profit community based sports program), its Board of Directors (hereinafter referred to as "the Board"), and its club members.

1. **General** - The following rules are to be adhered to in all divisions and cannot be altered without the express approval of the RBBC Rules Committee:
 - a. The **RBBC** program is to be composed of separate leagues for boys and girls, with separate divisions for players from each grade (**1st** through **12th**), or any additional grades or divisions as determined by the RBBC Board.
 - b. The RBBC Board shall assign an adult commissioner to each division to act as a liaison between that program's coaches and the **RBBC** Board.
 - c. There will be a commissioner/**or board member** present at each game, or if extenuating circumstances (i.e. scheduling, etc.) preclude the physical presence of a commissioner or board member at a particular game, alternate arrangements will be made to allow, at a minimum, at least telephone contact by one of the aforementioned parties to provide the intended support.
 - d. It is expected that parents of all children registering for the **RBBC** will do their best to ensure that children attend all practices, all games, will be on time, will wear appropriate basketball attire, and both parents and children will comport themselves to the highest possible standard.
2. **Eligibility**
 - a. "Geographic eligibility" - Any child residing in the Roslyn or East Williston school districts is eligible to participate in the **RBBC** program.
 - i. Each child shall submit proof of "geographic" eligibility, when requested.
 - b. The **RBBC** Board reserves the right to limit participation in the **RBBC** program.
 - c. Each child shall have their parent, or guardian complete the medical question section of the registration form disclosing any medical conditions of the child which might affect that child's ability to participate in the **RBBC** program. The **RBBC** Board reserves the right to:
 - i. reject the application of any child who would otherwise be eligible to participate in the **RBBC** program if, the **RBBC**, in its sole discretion, determines that the child's disclosed medical condition might present a risk to the child while participating in the **RBBC** program, or to another participant in the **RBBC** program.
 - ii. immediately suspend a player from participating in the **RBBC** program if the **RBBC** Board finds that the player's parent did not disclose a player's known medical condition at the time of registration.
3. **Selection of Teams**
 - a. There may be skills evaluation session(s) for some divisions (especially in the younger grades) conducted by the commissioners of those divisions. Each player must attend the skills evaluation session or a designated makeup session.
 - i. The **RBBC** reserves the right to refund the tuition of any **RBBC** program enrollee if that player does not attend at least one of the skills evaluation sessions.
 - ii. Any new players in any of the older grade divisions must tryout as well.
 1. Arrangements will be made by the division commissioners.
 - b. There will be a Player Draft for team selection.
 - i. See Appendix I for Draft Procedures.

4. Player Attendance

- a. Players are required to make every effort to attend games and scheduled practices. It is the coach's responsibility to immediately notify the division's commissioner anytime there is an "issue" with a parent/guardian involving a player's attendance, participation, attitude, incompatibility with teammates, etc. which might have a detrimental impact on the player, the team, the division or the **RBBC**.

5. Conduct

- a. If any person attending or participating in an **RBBC** event (game, practice, clinic, meeting, etc.) exhibits conduct detrimental to the **RBBC** or to any of its activities, programs, members, etc., a commissioner or Board member is directed to take immediate action. One or more of the following remedies will be utilized:
 - i. **Warning:** There will be a stoppage of the event and the **RBBC** commissioner present shall officially warn any coach, spectator, or player that they are in danger of ejection and other penalties.
 - ii. **Temporary suspension:** If actions are not corrected immediately, that commissioner present will, in writing, recommend to the rules committee that a suspension, of some specific timeframe will be enforced.
 - iii. **Ejection of offending person:** That individual could be asked to leave the facility immediately.
 - iv. **Termination of play:** A game could be cancelled if the offending individual does not leave the venue.

*Note: All such actions will be documented in writing by the commissioner and forwarded to the appropriate Board member for record maintenance. If the commissioner determines that further action is appropriate, he/she will report to the **RBBC** rules committee. The **RBBC** rules committee, in turn, retains authority to suspend or dismiss any violator without a refund.*

In any instance of unacceptable spectator conduct, the referee shall call the commissioner and/or both head coaches to center court, apprise them of the offending conduct, and charge them with the responsibility of immediately addressing that conduct with the offending spectators/parties. The referee shall not resume the contest until the commissioner and/or coaches have resolved the issue to the satisfaction of the referee.

- b. If any Coach or Player in the **RBBC** program is ejected from a game by the refs due to:
 - i. The issuance of a sufficient number of technical fouls against that Coach or Player, then:
 1. That Coach or Player (if the child's parents are in attendance) must leave the facility immediately.
 - a. The ejection of a coach or player shall be promptly reviewed by the Rules Committee for the potential disposition of additional penalties. The presumption shall be that the coach or player will be suspended for the following game.
 - b. If a coach or player is ejected from a second game during the season, the offender will be subject to additional review by the rules committee to determine whether additional penalties are appropriate. The league reserves the right, at that point, to take action, of which options include multi-game suspension (possibly running for the remainder of the season) or banishment from the league.

- ii. Poor Sportsmanship/Fighting:
 - 1. If a player displays repugnant acts of poor sportsmanship (including, but not restricted to excessive foul language), the referee has been instructed to eject that player immediately.
 - 2. If a player raises their hand to anyone – coach, ref, etc. – an automatic ejection will take place and notice to that child’s parents in a manner designed to provide actual notice, will immediately be sent. The league reserves the right, at that point, to take action, of which options include suspension and/or banishment from the league.
 - 3. If an ejection occurs at any point due to an actual fight, that player will receive an automatic ejection plus an automatic one-game suspension.
- c. There shall be no disqualification of a player by a coach. The only cause for disqualification shall be conduct detrimental to the basketball program. Only a referee, Board member or the division commissioner can disqualify a player, during a game. Additional suspension requires the approval of the rules committee.
- d. Coaches may not argue aggressively or excessively during game action. If the **HEAD COACH** has a question/or problem, he/she can consult with the referee during a time out or break between periods.
 - i. The HEAD COACH is responsible for the actions of his assistant coach and for the parents/guardians of his players.
- e. The RBBC Board reserves the right, in its sole discretion, to remove a coach from his responsibilities as a coach during the season or from being an RBBC coach in future seasons based on a coach’s behavior or actions. In cases where the RBBC Board has removed a coach, the circumstances surrounding that removal shall be documented in writing by the division commissioner or appropriate Board member, and retained by the RBBC Rules Committee. The coach involved shall be notified, in a manner designed to provide actual notice, of said removal/suspension and given the opportunity to have a “fair hearing” in front of the RBBC Rules Committee (or an appropriate subset thereof) to plead his case. Final decision shall rest with the RBBC Committee.

6. Sidelines/Bench

- a. One HEAD Coach and ONE Assistant coach (only) will be allowed on the sidelines.
- b. No siblings or friends are allowed on the sidelines.
 - i. Exception: If there is a medical or emotional reason for a parent to be on the sideline, that parent can sit on the bench with Commissioner approval, but the parent cannot interfere with the coaches or officials.

7. Game Cancellation Policy

- a. Postponement of any game shall be made only with the approval of the division commissioner.

8. RBBC Season

- a. Drafts are generally held in the first two weeks of October.
- b. The regular season and playoffs generally runs from Nov to mid February.
- c. The regular season shall consist of at least ten (10) games when possible.
- d. Playoff Seeding and Championships:
 - i. The team with the best won/loss record at the end of the regular season will be the season champion.
 1. In the case of a tie, the tie breaker will be the record in head to head contests - if they are meaningful (in other words, a clear cut analysis and decision can be made). If a clear cut order of finish cannot be established, some randomized selection process (coin-flip, short-straw, etc.) should be used to determine the official order of finish.
 - ii. Playoffs will consist of a single elimination, "bracket-type" contest
 1. All teams in the league will participate.
 2. After any "playin" games (to get you to 4 or 8 teams), there will be a reseeding of teams. After that initial potential reseeding, the bracket is played out

9. General Guidelines for B3 (an instructional/developmental division)

B3 Commissioners should set a tone and instruct their coaches and the parents that the general tenor for the division should be "friendly competition."

- a. Player Draft
 - i. Player draft according to RBBC draft rules
 1. Commish may offer a modified scheme to be reviewed by rules committee
- b. Games
 - i. The "games" should be thought of as controlled scrimmages. No coach or parent should take the outcome seriously!
 - ii. Loosely referee-d games by community service volunteer, coach or pro referee
 - iii. Time of game
 1. Our suggestion is to start the season with 10 minute running time quarters with the last 2 minutes of each half stop-time.
 - a. If the games tend to run too fast, the commish may lengthen the suggested 10 minute quarter length.
 - b. In the 2nd to last week of the season, the commish may introduce stop time
 - c. In the last week of the season, Pro Refs will be assigned and games may be played according to standard RBBC rules (free sub still suggested)
 - iv. No Overtime (doesn't make sense with such loose rules)
 1. Tied games should be settled in a fun way
 - a. Be creative - perhaps coaches (or assts) shoot free throws
 - b. We don't want to put the kids in the position to blow a game for their teams if, for example, they don't match an opponent's free throw.
- c. Time outs
 - i. 3 timeouts/game.
 - ii. They should generally be instructional timeouts

- d. Fouls/Violations
 - i. In the early part of the season, minor transgressions (traveling, double dribbling, stepping out of bounds, light fouls, etc.) should be allowed for developing players and this can be tightened up somewhat as the season progresses.
 - ii. For more skilled players, refs can be a somewhat more strict
 - iii. **IN OTHER WORDS – what might be a travel for a skilled player, may not be for a weaker kid (and that’s why we don’t want the games to take on too much import – everyone’s still learning!)**
 - iv. No tracking of fouls in a scorebook – Aggrieved team simply takes the ball out of bounds
 - 1. No 1 and 1 foul shooting situations
 - 2. Generally no free throws on shot attempts
 - a. A foul shot or shots may be awarded if a player is clobbered going to the hole and the ref decides the foul was egregious and/or excessive.
 - v. Very liberal 5 second rule for time in the paint by an offensive player
 - 1. Refs are better off instructing kids out of the paint than calling violations.
 - vi. No player can foul out, but ref or coach or commish may sit a player for an extended period for repeated acts of aggressively physical play. The table and opposing coach should be advised.
- e. Defense
 - i. Man2Man defense only
 - 1. No pressing
 - 2. In general, defenders should be within 6’ of the man they’re guarding, but double teaming below the foul line is permitted.
 - 3. No trapping at the halfcourt line when the ball is brought up via the dribble
 - a. Ballhandlers should be allowed to clearly establish themselves in the front court when the ball is dribbled over the line.
- f. Playing time
 - i. Free substitution
 - 1. NO SUBBING ON THE FLY; players must report to the table.
 - 2.
 - ii. **Roughly equal playing time**
 - 1. No player should play less than ½ of each quarter and unless a team has a very short bench, top players should not play more than ¾ of the game.
 - 2. Coaches should simply apply good sense with this and not let it become a problem.
 - iii. **The Rules Committee, Board or Commish should NEVER receive a complaint from a parent that their child isn’t getting reasonable playing enough. IF a coach is systematically going over the line with regard to playing time, he will not be asked back to coach in future years. This is a DEVELOPMENTAL League.**
- g. Playoffs
 - i. There are no playoffs in B3.

10. RBBC Regulations (for competitive divisions other than B3)

Note 1: Any and all Technical Fouls are 2 shot fouls and count as team fouls. Any Technical Foul against a player counts as a personal and as a team foul. Any Technical Foul based on a HOUSE RULE, does not count as a team foul.

Note2: High School Basketball rules will apply in all cases except as follows:

a. Scorer's Table:

- i. There should be an official timer and scorekeeper for each game.
- ii. Commissioners should always have a copy of the rules at the table.
- iii. Coaches must have their players sign in at the scorer's table OR relay to the scorer the numbers of their players in each quarter (preferred).

b. Equipment/Uniforms:

- i. Ball:
 1. Boys 1st-6th grade and all Girls Divisions - WNBA ball (28.5").
 2. All other Divisions - A regulation NBA ball (29.5").
- ii. Uniforms:
 1. Players must wear the **appropriate** uniform of the **RBBC** division.
 2. Sweatpants, sneakers without laces, etc. are deemed inappropriate attire for players and shall not be worn at games.
 3. Players are not permitted to wear any article of jewelry (rings, necklaces, bracelets, earrings, etc.).
 - a. In a case where jewelry cannot be removed due to a medical related issue, that player's coach will take the necessary precautions to cover the jewelry in question with gauze, medical tape, etc. so that it will not create a potentially dangerous condition for other players.

c. Game Start Time

- i. All teams are expected to arrive at the gym at least fifteen minutes before scheduled game time to ensure that games may begin on time.
- ii. Each game must start on time or playing time may be deducted from each period.
 1. A team must have 5 players ready to play at the start of the game. A team with fewer than 5 players ready to play at 10 minutes after the scheduled starting time or 5 minutes after the end of the preceding game, whichever is later, will forfeit.

d. Game Length, Overtime, Time Outs, Fouls, Free throws & Three's

i. Length:

1. Each game will consist of four 7 minute stop time quarters.
 - a. 30 seconds between quarters;
 - b. 2 minutes between halves.

2. Regular Season ONLY:

- a. If there are less than 3 minutes left in the Q4 (or OT) and if the point differential is 15 points or more, the game clock will run continuously unless:
 - i. The point diff. becomes 14 or fewer again
 - ii. There is an injury or some related excessive delay of game (not including free throws).
- b. **If games are running late they should be shortened accordingly in an attempt to get back on schedule.**

- ii. **Overtime**
 - 1. If a game is tied after Q4 the following will apply:
 - a. The OT period for all divisions will be 3 minutes.
 - i. Regular Season – 1 OT and then if the game is still tied, it is declared a draw.
 - ii. In the playoffs - unlimited # of 3 minute OT periods until there is a winner.
 - iii. All team and personal fouls carry into OT.
- iii. **Time-outs: 1-2-1**
 - 1. 1 time-out for the first half.
 - 2. 2 time-outs for the second half.
 - 3. 1 time-out per OT period.
 - 4. No carryover (even for OT). Use them or lose them.
- iv. **Fouls:**
 - 1. On the 7th team foul in a half – “One and One”.
 - 2. On the 10th foul in a half - two free throws.
- v. **Free-throw Line:**
 - 1. B4 & G3/4 – 13’; shooter allowed to jump over line, but cannot charge hoop for a cheap rebound
 - 2. All other divisions – 15’ – cannot go over line
- vi. **Three point shots**
 - 1. Only allowed in “High School Division” (B9 and up)
- vii. **Beginning of Quarter Lineups for the Non High School Divisions:**
 - 1. For the Playoffs, the higher seeded team) has the option to send their players onto the court last beginning in Q1, and that option will then alternate between the 2 teams.
 - 2. For the regular season, the coaches can/will flip a coin and the option will pass back and forth from that point on.
 - 3. Once a team has sent their team onto the floor, no further changes may be made unless a segment error is discovered (or if it’s a free sub period). If a segment error is discovered (either before the quarter starts or during live play) and a substitution is made, the opposing team may still execute the option if it is their’s at the time (even if they hadn’t executed it prior to the start of that quarter).
- e. **Defensive rules:**
 - i. **Zones/Full Court Pressure:**
 - 1. **Girls:**
 - a. **“Senior Division” (G7/G8):**
 - i. Q 1-3: Man-to-Man defense and no press/zone.
 - ii. Q4: Zone defenses allowed (no press)
 - iii. During the last minute of the Q4 or OT, when the **leading** team has the ball in its backcourt the clock will not start until the ball crosses mid-court. If the game is tied, the clock does run.
 - b. **G3 – G6**
 - i. no full court press or zone defenses at any time
 - ii. During the last minute of the Q4 or OT, when the **leading** team has the ball in its backcourt the clock will not start until the ball crosses mid-court. If the game is tied, the clock does run.

2. Boys:

- a. **"High School Divisions"** - B9 & up:
 - i. Q 1-3: No restrictions other than no press.
 - ii. Q4: Full court pressure allowed.
- b. **B4 – B8:**
 - i. Q 1-3: Man-to-Man defense only; no press/zone.
 - ii. Q4 **"Press Segment"** - Full Court & Zone Defense – allowable in Q4 beginning when there are 4 minutes or fewer remaining on the clock.

Note: In any non-pressing segment, an inbound pass from the frontcourt into the backcourt will be considered a free pass once the ball crosses the midcourt line. Additionally, no defensive player may interfere with or obstruct the receiver of any free pass (any violation of this rule will result in the ball being put into play again with any used time being placed back on the clock).

In addition, in non-pressing segments, because there is no defense allowed in the backcourt, there can be no defensive fouls in the backcourt other than flagrant fouls. If there is inadvertent contact, or an excusable mental mistake by the defense, the ball will simply be returned to the offensive team.

1. Procedure - Timekeeper will verbally signal "4 minutes" and the ref will announce the press segment on **any clear change of possession/fallback** (a goal, defensive rebound, etc.) or on any stoppage of play. **The application of the rule should be controlled. It is NOT meant to be an all out charge at the ballhandler once the signal is given.**

2. **B4 (ONLY):**

- a. The commissioner may elect not to include the Press Segment for all or much of the season). If so:
 - i. During the last minute of Q4 or any OT period, when the **leading** team has the ball in its backcourt, the clock will not start until the ball crosses mid-court. If the game is tied, the clock does run.

- ii. **Man 2 Man Defense** - In all quarters where M2M must be played, once the offense sets up in the halfcourt, each defender must actively guard his defensive assignment unless:

1. **Double Teaming**

- a. any number of defensive players may guard the offensive player with the ball from the foul line extended down to the baseline.

2. **Playing Help Defense**

- a. A defender may drop into 'help mode' if, and only if, the offensive player he is guarding is, for whatever (bad) reason, clearly out of the normal flow of play. Examples:
 - i. a defensive player does not need to strictly guard a stationary offensive player who is not in the flow and who is positioned away from the ball (for example, at halfcourt or in the weakside corner). That defensive player may generally fall back in an effort to help pick off a sloppy pass or to double team the ball when permissible
 - ii. in 'help mode', no player may assume an obvious "free safety" position. Any free-safety violations will be considered an illegal defense infraction and will be based exclusively on the referee's judgment. The penalty will be a warning followed by subsequent 2 shot technicals.

Some more flavor: In non-zone quarters, M2M must still be played, but we're recognizing that the old 6' rule was too restrictive and we're allowing more help defense. This means that if any team blatantly shows zone, a violation should be called. If a defensive player blatantly plays a free safety, a violation should be called. If, however, 1 or more offensive players are used as decoys to pull defenders away from the action, their defenders can cheat somewhat, and play a limited form of help defense. This is very much a subjective call, but the referees will use their experience and judgment to make rulings.

What is not allowed is for a defender simply to roam or help because they're guarding a weaker player. If *any* offensive player purposefully moves around the court, their defender needs to stay with them except in the case of a legal double team or in the case of helping on an obvious isolation.

Because of this, we've eliminated the "Isolation Rule" as it's no longer necessary. Coaches will now have the ability to instruct their other defenders to play help defense on any obvious isolations. THIS DOES NOT MEAN THAT COACHES SHOULD ROUTINELY RUN ISOLATIONS AS AN OFFENSIVE STRATEGY throughout the course of a game. We want to encourage help defense and free our refs from having to make difficult isolation calls, but if our games become bastardized by overzealous coaches, commissioners should address this with said coaches and, if need be, involve the rules committee. Coaches should certainly address this with their teams and explain what is and what is not appropriate help defense.

Note: During a fastbreak, there are no illegal defense (zone or double team) violations in the front court as the offense has not yet been set (by definition). Obviously - a judgment call.

- f. **RBBC House Warnings/Technicals** - there are two separate "Warning followed by Technical" categories of violations in the RBBC rules – these only apply in the no press/no zone segment:
- i. Illegal Defense Violation (a zone **or** illegal double team)
 - ii. Non-Fallback Violation - playing defense in the backcourt
 1. Any defensive foul in the backcourt will be deemed a Non-fallback violation and not a personal foul UNLESS it is a flagrant foul.
 - a. If deemed a flagrant foul, the offending player will (as with all flagrant fouls) be ejected and:
 - i. If it is the first Non-fallback violation, the aggrieved team will:
 1. Receive a warning.
 2. Shoot 2 free throws for the Flagrant Foul.
 3. Retain possession of the ball.
 - ii. If it is NOT the first Non-fallback violation, the aggrieved team will:
 1. Shoot 2 free throws for the technical.
 2. Shoot 2 additional free throws for the Flagrant foul.

Note I: These House Technical violations do not 'reset' at any point in the game and thus carry through to any overtime periods.

Note II: All Technicals OTHER THAN HOUSE TECHNICALS count as team fouls as well and thus need to be noted by the scorer.

g. **Required Playing Time**

i. **"High School Divisions" B9 & up:**

1. Sensible "free substitution" throughout the game.
 2. All players must play a MINIMUM of approx ½ of EACH QUARTER
- ii. In overtime, coaches may play whom they want. No substitutions required.
- iii. With more than 5 players, top players should generally not play every minute of a game. The guideline is approximately 24 minutes/game.

Guidelines and rules of thumb for the HS Divisions playing time rule:

"Free substitution" does not imply that coaches can, or should, freely substitute throughout a quarter to gain strategic advantage. The sensible practice should be that if, for example, a team has 8 players available, the coach should put in 5 players to start a quarter, and at some stoppage of play between 3 and 4 minutes, he should send the 3 subs to the table for a substitution to finish out the quarter (obviously there can be some give on this in the last minute of a close meaningful game). The coach can (and for the most part 'should') also find a way to NOT to play his top kid(s) for 28 consecutive minutes. In blowouts (either way), it's easy to find more playing time for some of the weaker players, and even in close games, coaches should look to sit their top kids for a minimum of about 4 minutes per game. 2 or 3 quick blows during the game and a minute or so on the bench at the end of Q3 and it's done.

If one team only has 5 available players, then these suggested guidelines/practices can be relaxed so that kids can still matchup, but still, for the longer bench, we'd like not to see players play all 28 minutes.

NO COACH should be unable to follow the application of this rule! And no coach should forcefully engage another coach on this matter during the course of a game. Bring any issues to the commissioner's attention, and let him deal with it.

In the playoffs, we'd still like coaches to follow these rules, but we understand that in a close game, it may be difficult - DO YOUR BEST, even if it means pulling top players for a 20 second rest a few times.

iv. **B4-B8 and all Girls Divisions**

1. **Basic Playtime Guidelines (always applicable regardless of either team's bench size):**

- a. Each player must start and play a minimum of 2 full quarters (unless injured) - one in each half.
- b. Players slated to start 2 periods only, cannot sit for two consecutive quarters (thus only the combinations: Q1 & Q3, Q2 & Q3 or Q2 & Q4 are allowed).

2. **Regular Season (when both teams have "long benches")**

- a. A team with a "long bench" is a team which starts Q2 with 7 or more players (this tally includes any players injured in Q1 who may still be able to play later in the game, but does not include players who are hurt and will not return to the game):
 - i. No player shall play more than 3 full quarters (unless they are used to substitute mid-period for an injured player).
 - ii. Free substitution in Q4 for players who have EACH been credited with playing Q3 and where the substituting player has not already started Q1, Q2 & Q3 (max 3 quarters of play when both teams have long benches)

3. **Regular Season (when EITHER team starts Q2 with a short bench (5 or 6 players))**
 - a. **The Basic Guidelines hold, but players on either team may play more than 3 quarters (which means you may and will have some games where (on either team) some play 4 quarters while others play 2).**

Note: With injuries and/or players leaving a game early, this may cause incidences where a top player on teamA will play more than 3 periods, but his counterpart on teamB may not. Given this rule is for the regular season only, we will all live with this as a tradeoff for assuring more even playing time league-wide.

Note: While there are scenarios where coaches can play their top players 4 qtrs while other players play 2, we STRESS that coaches should do their best to use Q4 to try and even out playing time and not blatantly keep a top players in the game for the entire game if possible (this certainly applies early in the season).

4. **Playoffs (REVISED RULES FOR 2011):**

- a. In the Playoffs, the fair outcome of the game rules so, we stick to minimums only. The basic guidelines hold, but players on either team may play 4 quarters while other may play the minimum (2 quarters) regardless of Bench Size.

IMPORTANT – The playoff playing time rule stated above is the rule we used from 2006/7 to 2008/9. In the 2009/10 season, the rules committee amended this rule as we felt that because of some roster size imbalances, the overall competitive balance across the league was altered in a way that was unacceptable. We've looked at the issue again, and decided to return to the original rule, but to also enact one significant change in our drafting procedures to help even things out.

To further assist the teams with the longer rosters, we're moving up the position where they will draw their 'supplemental player'. The supplemental player will now be drafted after the THIRD round (details in the draft section of the rules). **This is an important change, and we suggest that all coaches consider this when planning their drafts.**

One other point to be made:

We do change our playing time rules when we go into the playoffs. The main reason for doing so is widely misunderstood. Under the regular season rules, there are quirks that can, and do come into play which can potentially affect the outcome of a game. We don't want to see a team win a playoff game in such a manner, and so we move to playing time "minimums" where the probability of a rule quirk deciding a game is reduced exponentially. In the end, we deem it to be a better system for the playoffs where ultimately the best team should win.

h. Injuries

i. Player injured during a quarter:

1. Injured player must return and play in that quarter when ok.
2. Injured player gets credit for the quarter he is injured in (even if injured 1 second into the period).
 - a. Injured player's coach chooses a sub of **'similar'** (or lesser) ability to the injured player. If there is any doubt, coaches should defer to a commissioner or board member present and/or err on the conservative side.
 - b. Coaches who abuse the spirit of this rule will be subject to Board review and face possible suspension.
 - c. Some examples:
 - i. P1, P2, P8 on bench. P3 injured
 1. replace with P2
 - ii. P1, P2, P4 on bench. P3 injured
 1. Choose the closest in ability to P3 between P2 & P4. If close, choose P4.
 - iii. P1, P3, P8 on bench. P5 injured. Under the theory that P3 may be an impact player, but P5 may not, choose P8.
 - iv. P1 and P8 on bench and P3 injured. Under the theory that P1 is dominant, choose P8.

i. Players Fouling Out

- i. Any player who commits his 5th foul must be removed from the game immediately (and may not re-enter the game for any reason)
 1. Exceptions:
 - a. If that team has only 4 eligible remaining players (5 players in total), the player remains in the game.
 - i. The team shall be assessed a technical on each personal foul for that player – starting with the 5th foul - (thus, 2 team fouls are assessed because technicals always count as team fouls). **This is NOT a coach's option – that 5th and last player must stay in the game, and a technical will be assessed if/when he fouls.**
 - ii. On a shooting foul, the aggrieved team FIRST shoots the technical (2 shots) and THEN the foul shots. The ball is live after the ("1 and 1" or 2 shot) attempt(s).

Note: This may be somewhat different than what is done in local High School Leagues, so please bring this to the attention of the referee at the time of infraction to prevent confusion.
 - ii. **The substitute player who will finish out the quarter must be a player of 'similar' ability (and be chosen according to the guidelines put forth in Section 10h2a,b,c,d).**

j. **Late Arriving Players:**

i. **B4-B8 and all Girls Divisions:**

1. A player who arrives after:
 - a. the game starts, but before Q2 starts:
 - i. must play Q2 and then must play in at least one of the final two periods.
 - b. Q2 starts, but before Q3 starts:
 - i. must play a min of one quarter in the second half.
 - c. Q3 starts:
 - i. may not play for any reason.

ii. **High School Divisions:**

1. A player who arrives after Q3 begins may not play for any reason
 - a. All other late arriving players should play a min of approximately $\frac{1}{2}$ of each remaining quarter.

k. **Additional RBBC Notes**

- i. If players are ejected from a game or are injured, games shall continue '4v5' or '4v4', but once a team is left with 3 and only 3 viable players (according to a commissioner or, in his absence, the ref), the game will be declared over and the team with more players will be declared the winner.
 1. In 5 on 4, non-press segment situations, the team with the extra defender cannot play an obvious or blatant structured team zone defense; however, the extra defender may play help defense anywhere defense is allowed to be played on the court. He may specifically double team a player with the ball only when the ball is below the foul line extended.
- ii. The scorekeeper shall be solely responsible for enforcement of the eligibility rule and thus must track quarters played (where applicable) in the scorebook.
 1. We cannot account for every conceivable error, but generally if an error is not able to be rectified (i.e., in Q4, it is discovered that a player did not start in either Q2 or Q3) a technical foul will be assessed and the aggrieved team will keep possession of the ball. If a simple substitution can be made to repair the error and the game is not materially affected (in the judgment of the referee and Commissioners), no technical need be applied.
 2. Coaches should NOT consider using any likely playing time violations strategically.

I. Reference Section

i. Here is a handy reference to some HS rules which sometimes cause confusion:

1. Accounting for Offensive Fouls
 - a. At the HS level, offensive fouls are recorded as team fouls and also as individual fouls, but free throws are never afforded to the team that the foul is committed against; the ball is simply turned over.
2. Technicals
 - a. A Technical against a coach or asst counts as a team foul.
 - b. A Technical against a player counts as a team foul and a personal foul.
3. Clock
 - a. Inbound Pass - clock starts when the ball is touched.
 - b. On a free throw – clock starts when the ball is touched by a player.

11. Protests

- a. There shall be no protests permitted. The referees, at their discretion, may seek a ruling from the commissioner or board member in attendance, or by phone on any rules infraction or interpretation. That commissioner or board member must make a final decision before the game's completion.
 - i. There will be no protests once the game is over.

12. Exceptions

- a. Commissioners have the right to deviate from the above referenced rules, however only with the prior approval of the RBBC rules committee.

Appendix I

Roslyn Booster Basketball Draft Procedures

Overview

This document is a generic overview of the RBBC Draft Rules. As the complexities ruling these types of drafts can be problematic, we prefer to lay out a framework and let league commissioners adapt the framework to any issues or idiosyncrasies within their leagues by applying common sense and/or pragmatism. As always, any significant deviation from the general framework would require permission from the Rules Committee.

The RBBC draft is a 'snake-order' (1-10, 10-1, 1-10, etc.) draft where coaches whose children would be slotted to be drafted in lower rounds will participate in a lottery to determine the ultimate draft order. Coaches will have the opportunity to select among available remaining draft slots they wish to secure (based on how they finish in the lottery).

Frequently Asked Questions:

→ Wouldn't it be fairer to give the Coach with the lowest rated child the first pick (or more specifically the option of choosing a specific draft slot)?

Ans: Not really. The coach whose child is theoretically the 60th ranked player (in a 10 team draft, that would be the bottom of the 6th round) is just as entitled to the first choice of draft slot as the coach with the 80th ranked player (the coach with the 20th and 40th best players can make the same claim as well). Also, to automatically assign the first choice of slot to the Coach with the weakest player would likely pair the best player with that coach for years to come and that may not be an optimal situation.

→ Why would someone with the option of securing the top draft slot, choose to draft lower?

Ans: Two reasons:

1. In some grades, there is not much of a difference between the top, say, 5 picks. In a 10 team draft, a coach might prefer picks 5, 16, 25, 36,... to picks 1,20, 21, 40,...
2. Imagine a coach's son is (correctly) ranked is a bottom third round pick, say #29. If that coach takes the top slot (first pick), he will be assigned the last pick (#20) in round 2, and the first pick (#21) in round 3. The loss in value of taking his son 8 picks higher than where that player is priced is significant (in essence, that coach would be using the 21st pick in the draft to take the 29th best player). A coach in that situation may elect to hedge his bets and pass on the top slot, instead preferring to drop down some number of slots.

General Draft Framework

* For illustrative purposes, this document will assume 86 players are available to be drafted *
* 10 teams - Six with 9 players and Four with 8 *

1. League Commissioners will bring to the draft:
 - a. Copies of Player Ratings and Rankings based on past play and/or tryouts. Rating gradations may be as 'fine' as necessary and should use the common standard of 5=High Skill to 1= Low Skill. Rankings are from 1 to N=# of players in the league.
 - b. Copies of the League Draft Template a printed grid which clearly lays out the draft order (this will be made available to each Commissioner).
 - c. Playing Cards with indices Ace thru the expected number of teams. The cards will add a randomness component to the process and will be used for any necessary tie-breakers.
2. All drafts will be at a central designated location and will be under the supervision of multiple league commissioners to assure fairness.
3. Coaches should review all player ratings and rankings and correct any obvious mis-rankings/ratings.
4. 8 or 9 players per team. **THERE WILL BE NO 7- or 10+ PLAYER TEAMS FORMED VIA THE DRAFT unless the math makes it impossible not to do so (additionally prior permission will be required).**
 - a. **The decision as to whether a division has 8 or 9 player teams as their standard will be the Commissioner's. For example, with 72 players the commish could form 8 teams of 9 OR 9 teams of 8. Or 80 players could generate 8 teams of 9 and 1 of 8 OR 10 of 8.**
5. Coaches may draft any player left on the board, but in general, Coaches should not be allowed to reach down more than one level in the draft (an obvious exception might be a Coach drafting down for height). Commissioners retain the right to void any draft pick deemed unreasonable. **Commissioner should not pre-ordain players for any given round.** Commissioners should provide their coaches with a list of all players ranked by some combination of skill level and height.
6. **Assistant Coaches must be drafted (not pre-selected by arrangement)** and drafted in a spot deemed appropriate by the Commissioner as per #5.
7. Coaches' children will be assigned specific rounds by Commissioners. The actual round may be discussed just prior to the draft by all the coaches, but ultimately the Commissioners will make the final determination.
8. The draft will be in 'snake order': 1-10, 10-1, 1-10, etc. Commissioners will assign specific draft slots to Coaches whose children are identified as first or second round picks. There will then be a Lottery to determine the ultimate draft position for coaches with children are NOT slotted in the first two rounds. Once the first round order is populated, the rest of the draft order will snake around that pattern.
 - a. The Lottery will not assign specific slots to coaches, but will be a mechanism which will enable coaches to strategically choose among open slots.
 - i. For example: it may be the case that the winner of the Lottery may not find value by choosing Slot #1 (picks 1, 20, 21, ...) and would prefer Slot #3 (picks 3, 18, 23, ...).

9. Other Considerations:
- a. **Unequal team size.** If the number of available players cannot be distributed equally onto the number of teams, there will be a supplemental draft round conducted as follows:
 - i. **Complete the draft through the 3 rounds.**
 - ii. After the 3rd round, to determine which teams will draft a supplemental player, coaches may request a 9-player team and/or they may be chosen randomly.
 - iii. The draft order in that supplemental round will be based on the first round order. Of those teams selected to receive a supplemental pick, the team with the lowest 1st round pick gets the first supplemental choice and so forth up the chain.
 - iv. Once those extra players are placed, the draft continues to follow the Draft Template for the next round (the Lottery does not affect the ordering of the later rounds).
 - b. **Geographical Considerations:** In the 3rd Grade Leagues (and possibly to some extent in 4th grade), **Commissioners should enact rules to ensure a reasonable distribution of Roslyn and non-Roslyn players.** Examples (all are functions of how the numbers shake out; Commissioners must examine the data prior to the draft and propose a reasonable plan to the coaches):
 - i. Example I: Each team must have at least 3, but no more than 4, Wheatley players.
 - ii. Example II: No team may have one and only one Wheatley Players. If a team drafts 1 Wheatley player, they must draft at least 3, but no more than 4.

Note: Commissioners must 'look-ahead' in these drafts to ensure the numbers work out and that the Wheatley picks are picked in an appropriate round. Failure to be diligent about this can and will cause problems when you get to the latter rounds.

10. At the conclusion of the draft, all materials will be returned to the league Commissioner so that they may be destroyed. All discussions (including information on player ratings and draft order) held at the draft must remain private. The Commissioner will distribute the official rosters and contact information to each coach the next day. **We reserve the right to immediately remove any coach who is dumb enough to share the rankings or selection order with his children.**
11. **Special Circumstances:** Players with special needs or requirements (twins/triplets, transportation issues, medical/emotional issues, etc.) may be handled somewhat differently than in the prescribed rules. Commissioners will deal with the specifics of each case accordingly.
12. Finally, often time players are too close to compare and/or other issues are revealed. Commissioners can and should use playing card draws to settle disputes and smooth out any inconsistencies in the draft procedures. For example, if a league has 3 Coaches' children all of roughly equal ability in the top half of the 2nd round, simply let them draw cards to place them in slots say, 12-14 (and correspondingly slots 9-7 for their first round selection).

Advanced Drafting Procedures/Issues:

Drafts can be easy; drafts can be complex. It is usually a function of the correctness and specificity of the ratings.

League drafts can be held under the General Framework laid out above, but there are always contingencies and the following examples speak to the most likely sticky scenarios.

We want to assign Coaches' children who are ranked in the first two rounds in such a way so as to preserve the first choice of draft slot (and thus potentially the first pick) for a Coach whose child is not ranked in the first two rounds.

1. All Coaches' children who are deemed to be in the top 2 rounds less 1 position* (in the demonstrative case, draft positions 1-19) will be slotted:
 - a. Be aware that Coaches' children destined to be Round 2 picks, automatically receive a corresponding Round 1 slot (i.e., if a Coach's child is ranked 13th, that Coach will automatically be assigned the #8 slot). In case of ties (for example, if one Coach's child is ranked #8 and another Coach's child is ranked #13, they will draw high card to move up or down one slot so that everything 'fits').

Note: We use the top 2 rounds less 1 criterion because if a Coach's child is theoretically the 20th ranked player, that Coach would, by default, receive the top slot and the 1st pick, but because this is not an exact science, it is deemed appropriate to assign that child to either slot 19 (where the Coach would not be eligible to enter the Lottery) or slot 21 (where the Coach would participate in the Lottery). The Commissioner will make the final determination on that placement.

2. Lottery Description. This may be easier to explain by way of an example:
 - a. Assume there are two Coaches with children slotted for the top 2 rounds:
 - i. Coach_A has the 3rd rated player. His child is his 1st round pick and he will pick in positions 3 (his child), 18, 23, 38, 43, 58, 63, 78 (this ordering will be made clear by looking at the League Draft Template).
 - ii. Coach B has the 16th rated player. His child will be his second round pick and he will pick in positions 5, 16 (his child), 25, 36, 45, 56, 65, 76.
 - iii. Accordingly, Coach C through Coach_J will have children ranked lower than 20th. They will draw cards for positions as follows:
 1. The Commissioner will have 8 playing cards (Ace thru 8) and they'll be shuffled and dealt.
 - a. The Coach who received the Ace will then choose any open slot (meaning any slot other than 3 or 5) in Round #1. He may choose to take the first pick, or he may choose to draft lower if this fits his strategic goals.
 - b. The Coach with the next card (the 2) will then choose an open slot and this selection process will proceed until all slots are filled.
 - c. When the first round is slotted, the drafting order is determined and the draft proceeds until all players are selected.

Appendix III

Draft Template for a 10 team draft (adapt as necessary)

Slot	Coach	Round 1	Round 2	Round 3	Suppl	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9
1		1	20	21		40	41	60	61	80	81
2		2	19	22		39	42	59	62	79	82
3		3	18	23		38	43	58	63	78	83
4		4	17	24		37	44	57	64	77	84
5		5	16	25		36	45	56	65	76	85
6		6	15	26		35	46	55	66	75	86
7		7	14	27		34	47	54	67	74	87
8		8	13	28		33	48	53	68	73	88
9		9	12	29		32	49	52	69	72	89
10		10	11	30		31	50	51	70	71	90