

2009-2010 YMCA League Chart of Rules (Proposed)

DIVISION	DEFENSE	OFFENSE	COAST TO COAST PROHIBITED	LAST 2 MIN EACH HALF	OVERTIME	THREE SECONDS	BACK COURT	PLAYER FOUL OUTS	TIME OUT SIGNAL	LENGTH OF GAME
PEE WEE	Half Court Man to Man	Ball must be in-bounded and dribble must be attempted. Focus on teaching kids to pass.	NO, but coaches should make every attempt to have children pass the ball.	Stop time on substitutions only.	NO	NO	NO	NO, but coaches should focus on teaching defensive body position, not on stealing the ball.	No time outs.	20 min practice 24 min game w/running clock Subs every 4 minutes NO SCORE KEEPING!
MITES 1st/2nd	Half Court Man to Man	No isolation. No screens or picks. Whistle blown on travels, rule explained, possession does not change.	YES (Ball must be passed once after crossing half court)	Stop time on substitutions only.	No changes	NO	No deliberate stalling	Five. No Foul Shots during game. All players will attempt foul shots at half-time. Made shots will be added to score.	Coach or player on possession or dead ball. (2/half/team. No carry-over into 2nd half/OT)	two 20 minute halves with running clock. Subs every 4 minutes. NO SCORE KEEPING!
JUNIORS 3rd/4th	Half Court Man to Man No double teams.	No isolation. Travelling will be enforced.	YES (Ball must be passed once after crossing half court)	Stop time on whistle & foul shots. Full court pressing allowed. Double on ball within 3 pt. Arc.	None during regular season. Games will end in a tie.	YES	YES	Five Foul shots awarded. All players will attempt foul shots at half-time. Made shots will be added to score.	Coach or player on possession or dead ball. (2/half/team. No carry-over into 2nd half/OT)	two 20 minute halves with running clock except on foul shots. Subs on whistle. SCORE WILL BE KEPT
MAJORS 5th/6th	Half Court Double on ball within 3 pt. arc.		NO	Stop time on whistle & foul shots. Full court pressing allowed. Double on ball within 3 pt. Arc.	None during regular season. Games will end in a tie.	YES	YES	Five Foul shots awarded.	Coach or player on possession or dead ball. (2/half/team. No carry-over into 2nd half/OT)	two 20 minute halves with running clock except on foul shots. Subs on whistle. SCORE WILL BE KEPT
SENIORS 7th/8th	All High School Rules Apply (Zone, pressing, double, etc.)		No	High School Rules	None during regular season. Games will end in a tie.	YES	YES	Five Foul shots awarded.	Coach or player on possession or dead ball. (2/half/team. No carry-over into 2nd half/OT)	two 20 minute halves with running clock except on foul shots and whistle. Subs on whistle. SCORE WILL BE KEPT

RULES THAT APPLY TO ALL DIVISIONS:

1. Divisions 3-8: Playing time must be distributed as evenly as possible. All players must play a minimum of 14 minutes per game.
2. Divisions 3-6: Teams can not press if they are winning by more than 10 points.
3. Divisions 1-6: A player may attempt to guard a ball handler if driving uncontested to the basket.
4. Divisions 3-8: Seven team fouls per half result in a 1 and 1 foul shot.
5. Divisions 3-8: Ten team fouls per half results in a two shot penalty.
6. Divisions 3-8: Five personal fouls on any player will result in fouling out. Technical foul #1 will result in an immediate 5 minute benching. Technical foul #2 will result in removal from current game and a one game suspension to be served in the next played game.