

ROSLYN BOOSTER BASKETBALL CLUB, INC. (RBBC)

LEAGUE BASKETBALL RULES

VERSION 10-01-2017 v7

Point of emphasis
Changes

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

Coaches are reminded of the "spirit of the league".... if they cannot adhere to this policy, they will be asked to relinquish their position.

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 preclude that alternate arrangements should be made.
 - 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 Information**
 - a. Any child residing in the ROSLYN or EAST WILLISTON school district is eligible to participate in the ROSLYN BOOSTER BASKETBALL CLUB (RBBC) program. Each child shall have the written consent of his/her parent or guardian to participate as evidenced by the required signature below. Each child shall submit written proof of eligibility when requested by the RBBC.
 - b. The **RBBC** Executive Board and/or Rules Committee reserves the right to limit participation in the **RBBC** program for any reason including, but not limited to:
 - i. Players who opt out at any time after the completion of the draft:
 1. Players/Parents are expected to show good faith & honor their commitment to the league. Any player who cavalierly withdraws from the league after teams are formed (as determined after an examination from the Rules Committee) will be sanctioned & suspended for a minimum of the first 4 games of the following season.
 - a. In that following season, a suspended player could be activated (w/commish approval) in order to prevent a forfeit (that player would need to be the 5th player of 5). The player would then sit out an additional game (or games) tacked onto the end of his suspension in order to honor the terms of the suspension.
 - b. If prior to the draft, a division ends up with a "difficult" number of registered players (one that does not allow it to form full teams, e.g., 30 players does not allow a combination of 8 or 9 player teams), the suspension issue **may be** (not "must be") revisited by the Rules Committee after all attempts to locate other players have been exhausted.

- c. At the end of the regular registration period, Sanctioned players will be moved to the bottom of the queue of all registered players. Any late registering players will be added after those sanctioned players. This ordering becomes relevant if/when the league has problems forming full teams with 7 to 9 players (inclusive).
 - d. The Rules Committee will make all final determinations in matters where any sanctioned players come into play.
- 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 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.
 - iii. There will be a Player Draft for team selection (See Appendix I)

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 will be asked to leave the facility immediately. Should that person refuse to leave the facility, the referees will not
 - 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 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 Rules Committee 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 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 Rules 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. RBBC Season

- a. Drafts are generally held during 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 (as determined by Win Percentage) 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 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 a division to 4 or 8 teams), there will be a reseeding and the resultant bracket will get played out with no additional reseeding.

8. General Guidelines for B3/G3 (instructional/developmental divisions)

B3/G3 Commissioners should set a tone and instruct their coaches and the parents that the general tenor for the division should be "friendly competition." Coaches should collaborate and work together, rather than strategizing to defeat an opponent.

*Note: B3 and G3 are meant to be vehicles where the kids are given leeway to practice their newly acquired skills and learn the game in a series of what are essentially non-competitive scrimmages. That said, we have noticed at times that the tenor of the games can occasionally get a little ahead of itself and that the games can take on a level of importance that should not be demanded at this age. We want the games to be fun and we want to encourage effort from the players, but we also want to discount any notion that the outcome of the game really means very much. The referees are typically 8th grade RBBC players and are instructed by the league to be very liberal in allowing players to make mistakes. They are also allowed the latitude to make calls at times which might favor a weaker player to give all players (and/or teams) opportunities to function on the court. **NO COACH OR PARENT SHOULD EVER INTERACT WITH ONE OF OUR RBBC PLAYER REFS IN ANYTHING LESS THAN A COURTEOUS MANNER. THEY ARE OUR KIDS.***

We want the games to breathe. Spectators need to allow the coaches to coach and we ask the coaches to remain passionate and enthusiastic, but to remember that there are no standings or playoffs in this division and as such the outcomes of the games do not really matter.

WE REMIND EVERYONE THAT THE KIDS DO NEED TO FIND THEIR OWN WAY WITHOUT EXCESSIVE INSTRUCTION OR DIRECTION ON EVERY SINGLE POSSESSION.

- 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
 - ii. Loosely referee-d games by community service volunteer
 - iii. Time of game: 10-minute running time quarters
 - 1. The last 2 minutes of the game is stop-time.
 - a. If a close game ends because of quirks in timing inherent with a running clock – so be it. Coaches can use their timeouts to minimize that - if so inclined
 - iv. No Overtime; tied games are fine
- c. Time outs
 - i. 3 timeouts/game

- 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 importance – everyone's still learning!)**
 - iv. No free throws until Q4.
 - 1. In Q1, Q2 or Q3, a referee may allow free throws if the foul was deliberate or overly physical. The clock WILL stop on any all free throws
 - v. No 3- pointers
 - vi. No player can foul out, but a ref/coach/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.
 - 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 time. 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 to be no playoffs or tournaments in B3/G3.**

9. RBBC Regulations (for competitive divisions above B4/G4 & older)

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: National Federation of HS Basketball rules (NFHS) apply in all cases except:

a. Scorer's Table:

- i. There should be an official timer and scorekeeper for each game. Each team can insist that the one of their representatives (if qualified) work at the table.
- 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 corrected (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.
- iii. Coaches should NOT consider using any likely playing time violations strategically.
- iv. Commissioners should always have a copy of the rules at the table.

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.) – **FULL STOP**

c. Game Start Time

- i. Games must start on time or 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.
 2. The refs are not covered by their insurance to work non-sanctioned games. DO NOT ask them to ref anything but a regularly scheduled (and thus sanctioned) game. Loaning players or finding players from other teams fine for a non-refed scrimmage, but does not sanction a game and refs must not work those scrimmages.

- 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/OT and if the point differential is 15 points or more, the game clock will run continuously unless:
 - i. The point diff again becomes 14 or fewer
 - ii. There is an injury or some related excessive delay of game (not including free throws).
 - b. **If games are running late commishes/coaches/refs should look to proactively shorten remaining periods (and periods in games to come) accordingly in an attempt to get back on schedule.**
 - ii. **Overtime**
 1. Regular Season – ONE 3 min OT and then if the game is still tied, it is declared a draw.
 2. Playoffs - unlimited # of 3 minute OT periods until there is a winner.
 3. 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 & G4 – 13'; shooter allowed to jump over line, but cannot charge hoop for a cheap rebound
 2. All other divisions – 15' – cannot jump over line
 - vi. **Three point shots**
 1. Allowed in all competitive divisions – Boys & Girls when there are 3-point lines on the court.
 - a. If a division regularly plays on a court without lines (namely EH & HH), if and when their games are played on one of the larger courts, the commishes will set a general policy as to whether or not they'll allow 3's.
 - i. Note: the playoffs will likely be on a bigger court, so we suggest that commishes remain consistent with the general policy.

- vii. **Beginning of Quarter Lineups:**
 - 1. Regular season - the coaches can/will flip a coin and the option will pass back and forth by quarter from that point on.
 - 2. 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.
 - 3. Once a team has sent their team onto the floor, no changes may be made unless a segment error is discovered. 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 change their lineup if they had the option to present their lineup last.
- e. **Defensive rules:**
 - i. **Girls 5 second closely guarded rule:**
 - 1. Beginning with the 2014-15 season - As the RBBC does not allow double teaming above the FT line for part or all of the girls' games, the league has directed the refs to apply the boys' NFHS 5 second rule to all girls' games to prevent a team from stalling by isolating a ball handler at half court for an extended period.
 - ii. **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/OT: Zone defenses allowed (no press)
 - iii. During the last minute of the Q4/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/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 press, but otherwise, no restrictions (any/all zones ok)
 - ii. Q4/OT: Full court pressure allowed.
- b. **B4 – B8:**
 - i. Q 1-3: Man-to-Man defense only; no press/zone.
 - ii. Q4/OT **"Press Segment"** - Full Court & Zone Defense – allowable in Q4/OT beginning when there are 4 mins or less remaining on the clock.
 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 the first few games of the season). If so:
 - i. During the last minute of Q4/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.

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.

- iii. **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 player with the ball from the foul line extended to the baseline.
 2. **Playing Help Defense**
 - a. With the ball above the foul line, 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 a subsequent 2 shot technical.

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/Technical** - 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.
 - 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 (also potentially personal fouls) and thus need to be noted by the scorer.

g. Required Playing Time – All Divisions – Limited Free Substitution

- i. Each player must play at least 1/2 of each period according to the following procedure:
 1. At about the 4:00 mark (3 minutes into a quarter) coaches must direct all their eligible/available players on the bench to the table and those players will enter the game on the next stoppage of play (aka "the mid-quarter sub" or "MQS"). If there is no natural break by 3:30, the referee should actively look to blow the whistle on any change of possession.
- ii. Legal "Free" Substitutions
 1. After the MQS, the only players who CANNOT be subbed out of the game are the players who entered the game at the MQS. All other players may be freely substituted (a great way to even out some playing time discrepancies!).
- iii. No player may play the entire game (note the exception below). Each player must sit at least one of the 3½ minute 'sub-periods' before the start of Q4.
 1. Exception: If either team starts Q3 with 5 (or fewer) available or eligible players, then any player or players (on either side) may play the entire game. (Reminder: a player who arrives after Q3 begins may not play for any reason – the rosters are capped when Q3 begins)
- iv. If at any time during a quarter, a player is forced to leave the game for any reason, the coach needs to follow Rule #9h1aii (sub needs to be of 'similar or lesser ability')
 1. Occasionally if a substitution is required, the sub will be a stronger player than the player he is replacing. The non-aggrieved team may NOT sub a player to compensate unless it's at or past the MQS and it is a "legal" substitution (as described above).
 - a. For example: Team_A has 6 players and its top player (A1) is on the bench. If Team_A loses a player, A1 will enter the game, but Team_B may not insert B1 into the game unless it is at or past the MQS AND it is a legal sub.
- v. We're aware that opposing coaches would like to match-up the sub-periods when top players sit, and we hope this can be done easily/effortlessly through open communication between the coaches. If there are any squabbles, refer to Rule #9dvii (coin flip procedure)
- vi. In OT, coaches may play whom they want, when they want. No minimum playing time or subs required.

Playing Time Guidelines & Examples:

Coaches cannot freely substitute throughout a quarter. The procedure for playing time management is as follows:

Team_A has for example 8 players available. At the 4:00 mark, Coach_A will send the 3 players on the bench to the table to come into the game on the next stoppage of play. Those 3 players must finish out the quarter (unless they're injured or foul out).

After the MQS, Coach_A may reinsert into the game any of those players now on the bench for any players who had remained in the game (they already played their minimums for that quarter). In doing so Coach_A still needs to be mindful of meeting the requirement that each of his players must sit one full sub-period before Q4 begins.

To be crystal clear on the main point of this: coaches cannot sub out any of those players who entered the game mid-quarter.

Coaches need to be careful with only 6 available players. Absent of injuries or a player fouling out, each player must sit one of the sub-periods in Q1-Q3. In Q4, 1 player must sit out the first sub-period and a different player must sit out the second sub-period.

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

We encourage our coaches to manage their players' minutes at appropriate times so as to be more inclusive than not (especially in the regular season but also in the playoffs when possible). In plain English: **"Be Smart and do the right thing."**

Management of Players in Foul Trouble: Every player must play a minimum of half of each quarter(*), regardless of the number of fouls they have (unless they've fouled out). **Coaches may not "protect" a player by playing them less than half a quarter.**

(*) When the score differential is significant (and that includes early in the game when a team is clearly in control) coaches should consider giving more marginal players some extra time. **Coaches are permitted to pull their strongest player before the MQS and make substitutions that clearly seek to even up the playing time for more marginal players.** The stronger kids are playing plenty throughout the season and coaches will be doing a good thing. **In no way shape or form should the substitution be done to protect a player in foul trouble.** If the opposing coach suspects this is the case, he will be able to request that the substitution be negated and the table or ref must comply with the request.

Recall Rule #9a2i: "We cannot account for every conceivable error, but generally if an error is not able to be corrected 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 Commissioner), no technical need be applied."

So if, for example, it is discovered that a player did not sit a sub-period before Q4 begins, that player must sit the first sub-period of Q4 (technical should be assessed as that would have had material impact on the game). The table and coaches are responsible for playing time rules to be upheld – for both sides, but the real onus falls on the opposing coach and that diligence will reduce the possibility of material errors cropping up.

h. Player injured during a quarter:

1. With the league-wide adoption of "Limited Free Substitution", the rules for substituting an injured player cannot be 100% comprehensive to deal with all cases due to the oddities that can be dreamed up because of playing time limits. In general though:
 - a. When an injury occurs in the 1st sub period of a quarter:
 - i. Injured player gets credit for the quarter he is injured in (even if injured 1 second into the period). When recovered, coaches should look to re-enter that player into the game as appropriate.
 - ii. 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 commish or board member present and/or err on the conservative side.
 - iii. **Coaches who abuse the spirit of this rule will be subject to RC review and face possible suspension.**
 - iv. Some examples:
 1. P1, P2, P8 on bench. P3 injured:
 - a. replace with P2
 2. P1, P2, P4 on bench. P3 injured:
 - a. Choose closest in ability to P3 between P2 & P4.
 - i. If close, choose P4.
 3. P1, P3, P8 on bench. P5 injured:
 - a. Under the theory that P3 may be an impact player, but P5 may not be, choose P8.
 4. P1 and P8 on bench and P3 injured:
 - a. Under the theory that P1 is dominant, choose P8.
 - b. Injury occurs in the second sub period of a quarter:
 - i. If the injured player played the first sub-period of that quarter:
 1. he may be replaced by anyone on the bench.
 - ii. If the injured player did not play the first sub period of that quarter:
 1. he must be replaced by the player of closest ability and:
 - a. the injured player will get credit for playing that quarter
 - b. the substitute player will NOT get credit for sitting out the quarter
- 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. The substitute player who will finish out the quarter must follow the general guidelines set forth in Section 9h
- j. **Late Arriving Players:**
 - i. A player who arrives after Q3 begins may not play for any reason
 1. All other late arriving players should play a min of approximately ½ of each remaining quarter once that player is ready to hit the court.

- k. **Players leaving early**
 - i. Coaches should use common sense here, but basically business as usual wrt substitution
- l. **Playing Shorthanded (<5 players available for either team)**
 - i. Both teams must begin the game with 5 legitimate players, but once the ball is tipped, if a team has no substitutes to replace any disqualified or injured players, the game will proceed with that team playing shorthanded.
 - ii. Zone defenses are allowed in any game that is not being played 5 on 5
 - 1. If the game eventually resumes 5 v. 5 – normal game rules go back into effect

10. Reference Section

- a. **Here is a handy reference to some HS rules which sometimes cause confusion (if the scorekeeper is not sure – ASK THE REF):**
 - i. Accounting for “Team Control” (e.g., illegal screens) or “Player Control” (e.g., “charging”) Fouls:
 - 1. At the HS level, these kinds of 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
 - ii. Technicals
 - 1. A Technical against a coach or asst counts as a team foul
 - 2. A Technical against a player counts as a team & a personal foul
 - iii. Clock
 - 1. Inbound Pass - clock starts when the ball is touched
 - 2. On a free throw – clock starts when the ball is touched by a player

11. B9/10/11 Varsity Players

- a. B10/11 will not draft until after Varsity tryouts are over. While we do not have a policy or restriction prohibiting Varsity players from participating in the league, **we don’t necessarily recommend it either** as players’ first obligation should be to their school team. Players should consider all their options carefully before deciding to play in the league. The success of any division depends upon our best efforts to provide competitive balance. Players who do not honor their commitment to participate in the league can and will cause severe imbalances between squads and are subject to the sanctions described in Section 2bi1.
- b. JV Players who get called up to Varsity midseason are encouraged to continue to honor their commitment to play their RBBC games. Depending on circumstance, the league commissioners in consultation with The Rules Committee will review any such player’s eligibility to play in the playoffs.

12. 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.

13. Exceptions

- a. Please Follow the rules!!!
- b. There are no exceptions to the rules unless there are extraordinary circumstances within a particular grade; however, these exceptions must be discussed and receive prior approval from 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 from the Rules Committee will be required and longer game times may end up being considered to ameliorate the problem).**
 - 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