

**SALEM-KEIZER YOUTH BASKETBALL, INC.**  
**2007-2008 SEASON**  
**GAME/OPERATIONAL RULES & POLICIES**  
**April 19, 2007**

**I. GAME RULES**

The SKY-Ball Game Rules are the same as the Official OSAA High School Rules with the following exceptions:

**A. GAME-TIME, WARM-UP, HALF-TIME, & OVERTIME**

1. Games shall be comprised of two running clock 24-minute periods.
2. There will be five (5) minutes for warm-ups, and three (3) minutes for half time.

**B. OPERATING THE CLOCK & TIME-OUTS:**

1. The clock operates with running time except:
  - a. To stop momentarily for automatic 6-minute substitutions (in divisions which have automatic substitutions) which occur as close as possible at 18-minutes, 12-minutes, and 6-minutes of every game. Substitutions will be completed and the game resumed and the clock restarted as quickly as possible. The 6-minute substitution clock stoppage is not intended to allow coaching as would occur during a charged time-out.
  - b. During the last two minutes of the game if the point spread is 15 points or less, in which case the clock will operate in a normal stop clock fashion as long as the point spread does not exceed 15 points.
  - c. For injuries when stopped by a game official.
  - d. When a timeout is called before a foul shot is attempted, clock resumes when the ball is touched on a rebound or on an in bounce pass after a made free throw.
2. Three full (60 second) and two 30 second time-outs will be allowed per game. A team must use at least one 30 second time-out in the first half or lose it (no carry over). There shall be a warning buzzer at the expiration of 45 seconds for full time-outs and the expiration of 20 seconds for 30 second time-outs.
3. A charged time-out (30 second time-out if available or a full time-out if no 30 second time-out remains) shall be assessed if a team delays making substitutions or delays being ready to resume play immediately following substitutions. Play will resume at the place play was halted for the substitution, with the team in control retaining control.

**C. AUTOMATIC SUBSTITUTIONS & MINIMUM PLAYING TIME (all divisions except 8<sup>th</sup> Girls Red, 7<sup>th</sup> Boys Red, 8<sup>th</sup> Boys Red):**

1. A team of 5 new players will rotate in every 6 minutes for automatic substitutions for the first 30 minutes of the game. The intent of this rule is that all players on the bench must be substituted into the game at the 6-minute mark. In the event a team has more than 5 players on the bench, at least 5 of those bench players must be substituted into the game at the next automatic substitution interval with the extra players being substituted in the next automatic substitution interval in alternative patterns in order to reach the minimum playing time for each player.

2. Each player must play at least 18 minutes of the game unless the player fouls out or is injured.
3. No player is allowed to play more than 2 full consecutive 6-minute segments during the first 36 minutes of the game, unless the team has seven or fewer players. For teams with six players, each player must sit out one full 6-minute segment during the first 36 minutes of the game. For teams with seven players, each player must sit out two six minute segments of the game which may include a six minute period during the last 12 minutes of the game.
4. Free substitution is allowed for injured or disqualified players, or any player that has just been assessed a technical foul. A player who receives 3 personal fouls **WITHIN THE FIRST HALF** can be substituted for, and the minimum playing time rule will not apply to that player.
5. Free substitution will be allowed during the last 12 minutes of the game, and in any overtime periods.
6. At the beginning of each 6-minute period, the five players in the game for each team will line up before the official scorekeeper to be recorded on the official substitution form.
7. To assist the official scorekeeper in maintaining the official substitution form, Coaches must file a complete roster with player's first and last names and uniform numbers prior to each game.
8. Teams that fail to follow the league substitution rules will be assessed an administrative technical foul.

#### D. DEFENSES

1. Back court press, in any form, is allowed until one team is ahead by fifteen (15) points or more, at which time the team that is ahead may not use a full court press, a half court press, or a defense that double-teams the player with the ball.
2. When the press is allowed, any type of press in the backcourt can be used (zone, man-to-man, trap, etc.).
3. There are no limitations on the types of defense that are allowed to be played, until one team is ahead by fifteen (15) points or more, at which time the team in the lead is required to play only a man to man defense.
4. Boys and girls sixth grade teams and girls seventh grade teams shall play man-to-man defense and shall not play any half-court zone defenses (inside the three point line) whatsoever, but may use either full court presses or half court traps (outside the three point line) as limited by the rules concerning fifteen (15) point leads.

#### E. FOUL SHOTS AND TECHNICAL FOULS:

1. The offended team will shoot 1 + 1 bonus on the seventh and subsequent common team foul and 2 shots on the tenth and subsequent common team foul of each half.
2. The penalty for an administrative technical foul is two free throws plus possession of the ball. The penalty for an unsportsmanlike technical foul is two points automatically plus two free throws plus possession of the ball. Any player called for an unsportsmanlike technical foul also shall be removed from the game temporarily and may return to the game only upon the next substitution cycle that the player would have been eligible to play in, or, in the final 12 minutes of the game, as the coach decides.

3. No points or free throws will be awarded for a double technical foul (simultaneous technical fouls by opposing team members).

F. OVERTIME

1. First overtime is two-minute stop-clock.
2. Second and subsequent overtimes are one-minute stop-clock.
3. Each team gets one 30 second time-out per overtime (no carry over).
4. Each overtime period begins with a jump ball.

G. COACHES

1. Only two coaches (1 head, 1 assistant) are allowed on a bench.
2. The winning coach is responsible for submitting the scoresheets with final scores of both teams listed.

H. CODE OF CONDUCT:

1. Each coach, player, parent, spectator, referee, or other person involved in any way with a SKY-Ball game shall behave in accord with the SKY-Ball Code of Conduct. Coaches are responsible for team members, parents, and fans behavior and conduct. **UN-SPORTSMANSHIP BEHAVIOR WILL NOT BE TOLERATED.** After the first warning, an individual will be asked to leave the gym. Any no-show officials, misconduct, or any other grievance must be reported to the SKY-Ball President or other designated person as soon as possible. Any person whose conduct is un-sportsmanlike may be suspended or otherwise excluded from further involvement with subsequent SKY-Ball events or teams.
2. Any coach, player, spectator or other person ejected from a SKY-ball game shall be suspended for one game and may not be in attendance at that game. Non-compliance with this rule will result in the involved team forfeiting the game. A second ejection from a game by the same coach, player, spectator or other person may result in termination from the SKY-ball program.

I. GAME BALL:

The game ball should be the best available ball. Boys will play with a regulation size ball. Girls and 6<sup>th</sup> grade boys will play with a 28.5-inch diameter ball.

J. OFFICIAL SCOREKEEPER & TIMEKEEPER:

1. The designated home team is responsible for providing the scorekeeper, unless the Skyball Board designates a scorekeeper. The scorekeeper maintains the official score book. Any person serving in this position must maintain neutrality and refrain from coaching/commenting toward either team.
2. The designated visiting team is responsible for providing the official timekeeper.
3. The above positions should be filled by an adult. If one team is unable to provide the above positions, the other team has the option of providing both positions.

K. LOPSIDED SCORES:

In the event that a team is losing by more than twenty points, the team which is behind may elect to have the score portion of the scoreboard turned off. In this instance, the score shall only be kept in the official scorebook, and the time clock shall remain visible and the game shall be played to its conclusion. In the spirit of good sportsmanship, coaches are strongly encouraged to avoid running up the score.

L. MINIMUM NUMBER OF PLAYERS & START TIME:

A team must have a minimum of 5 players to start a game. If the minimum number of players are not present the clock will be started and after 10 minutes the offending team must forfeit if minimum number of 5 players has not been met.

## II. LEAGUE OPERATIONAL RULES

### A. TEAM COMPOSITION:

1. Registration: All teams must register using duly approved forms provided by the league.
2. Roster Size: No team will be registered for play unless it is comprised of at least 10 players, but not more than 12 players except as approved by the SKY-Ball Board before pre-season games begin. In the event the number of players on a team's roster drops below the minimum during the season, the team becomes ineligible to continue play without the approval of the SKY-Ball Board. "A" level teams must have at least 10 players when teams are formed, unless a lesser number is approved by the SKY-Ball Board before pre-season games begin.
3. Roster Changes: There shall be no roster additions whatsoever after December 15 of each year to any team. Provided, however, that after the December 15 cut-off date, the President may assign late registrants to rosters with seven or fewer players provided such teams are at the B or C skill level for their age and gender and are not "A" level teams. Each Area Coordinator is responsible for presenting final rosters for each team in their area to the President by December 15 of each year. This rule is intended to preserve the integrity of teams formed, to prevent teams from recruiting players, and to prevent teams from pressuring players to quit. It is also intended to minimize the administrative burden on the President, the Board, and Area Coordinators. Late registrants before the December 15 cut-off date are not guaranteed assignment to a team, but shall be placed on a waiting list and shall be added to teams by either the Area Coordinator, or the Board if the team assigned is out of the players area, as space is available. However, in no event shall a late registrant be placed on a team that already has its maximum number of players.
4. Geographic Boundaries: Teams will be formed using the geographic boundaries of the middle schools in the Salem-Keizer School District. To be eligible to play, a player must live within the appropriate team boundary. In the event a player has obtained an inter-district transfer to go to a school different from the school in which he resides, that player shall be considered a resident of the school they attend, and not a resident of the school in which they actually live. Out of district and private school teams must be comprised of players who attend that school. In the event a player is home-schooled or attends a private school that does not field a team, that player shall play with the middle school team within the geographic area in which that player resides. Exceptions to this rule shall be made by application to the SKY-Ball Board, however, the Board's policy is to not allow an exception unless in extraordinary situations. The SKY-Ball Board shall allow a blanket exception to players where their team formation is necessary to include two middle school areas.
5. Non-League Tournament Teams: Coaches may schedule their teams to play in games and/or tournaments in addition to SKY-Ball sanctioned games, but may not exclude players from their SKY-Ball team. Additional players may be added for non-league tournaments if the following criteria are met: 1) the player's SKY-Ball team is not scheduled to play on the same day; and 2) the player's SKY-Ball coach approves this before the tournament or additional games.

B. DIVIDING TEAMS BY SKILL LEVEL

Sixth, seventh and eighth grade teams shall be divided into teams according to skill levels of "A," "B+," and "B" respectively, with "A" denoting the highest skill level. Other titles may be used to distinguish league divisions such as "Red," "White," and "Blue."

C. UNIFORMS & TEAM NAMES:

1. Every player on every team shall wear Skyball assigned uniforms. Shorts (no cut-offs), socks, and basketball shoes are required for SKY-Ball games. Team shorts and shoes do not need to match and teams may purchase matching shorts at their own discretion and expense.
2. No teams shall use team names of Salem-Keizer area high schools, except for teams that feed into one high school.

D. NO GRADE MIXING:

1. Teams shall be comprised only of players who are in the same grade in school, regardless of age, unless approved by the SKY-Ball Board.

E. RECRUITMENT:

No parent, coach, or adult person affiliated with SKY-Ball shall engage in recruiting players to play for particular teams or coaches either in SKY-Ball's league or for Salem-Keizer School District high school teams. Any person found to have engaged in recruitment contrary to this rule may be banned from any further participation connected with SKY-Ball.

F. PAYMENTS:

No player or coach shall solicit or receive payment for participating on any SKY-Ball team. Participation shall be strictly voluntary and not contingent upon remuneration. Teams may present "thank you" gifts or similar gifts as is appropriate to coaches. Provided, however, that coaches who are employed by private schools as coaches may be paid by the school.

G. COACHES ORIENTATION/CLINIC & HANDBOOK:

Each coach shall participate in the annual SKY-Ball Coaches Orientation and Clinic to be held during the month of November each season. In addition, each coach shall receive a Coaches Handbook which shall include league rules and policies, a basketball directory; player medical releases, roster forms, tournament information sources, a model calendar, general basketball instructional material, a model budget, a model agenda for an initial team meeting of parents, etc. Coaches are encouraged to bring their Coaches Handbook to each game.

H. MISCELLANEOUS:

1. Game Schedules. No changes in the game time or location will be allowed without the approval of the SKY-Ball President.

2. Scholarships. The SKY-Ball Board of Directors may award scholarships to qualified players. To qualify, a player must show proof of qualification for the school lunch program. Scholarships are awarded solely at the discretion of the Board, and are subject to available funding.
3. Board Authority. All game and operational rules of the league will be enforced by the Board, who has full power to require forfeiture of games, suspension or expulsion of coaches, parents or players, or disbanding of entire teams.
4. Season. Each team shall be guaranteed at least 14 games, including pre-season "seeding" games and regular season league games. Each team shall be entitled to at least one game in the league championship tournament.
5. League Teams. The league shall be comprised of several teams for each sub-league divided by grade/skill/gender with a total of approximately 100 to 120 teams in total. Teams from the Salem-Keizer area shall have first priority in filling these team slots. In the event, after all Salem-Keizer teams have registered, there remain open slots; those slots may be filled by teams from outside the Salem-Keizer area. Out of area teams must apply to the Board, and will be allowed in the sole discretion of the Board based on which leagues need additional teams to fill the team slots.
6. Coaches. Coaches may establish special rules of conduct for their teams, including attendance at practices. In addition, coaches may impose sanctions in the form of playing time reductions against any player for violating league policies or team rules. The opposing coach must be informed of such sanctions prior to the start of the game. At no time shall coaches demean or belittle players in front of other players or parents.
7. Area Coordinators. Area Coordinators may impose sanctions upon coaches, parents, or players who violate league rules. Sanctions imposed by coaches or Area Coordinators may be appealed to the SKY-Ball Board of Directors. The Board reserves the right to assign a Vice President to hear appeals of sanctions imposed by the Area Coordinator. In such case, the appeal shall be heard first by the Vice President so assigned and then, if appealed further, to the whole Board if the Board accepts the appeal, which it is not bound to do.
8. Complaints/Protests. Complaints or protests must be filed as soon as possible with the coach or Area Coordinator who will attempt to resolve the conflict. Protests arising from games must be submitted within 24 hours of the game. If the Area Coordinator is unable to resolve the complaint or protest, the issue may be appealed to the SKY-Ball Board of Directors who have full power and authority for the league.
9. Refunds. SKY-Ball shall return the full registration fee for players withdrawing from the league prior to an evaluation for skill level. A partial (half) refund shall be provided to players withdrawing from the league prior to November 1<sup>st</sup>. Refund requests received after November 1<sup>st</sup> shall be denied, unless approved on appeal to the SKY-Ball Board of Directors under special circumstances (e.g., serious injury).

### III. LEAGUE POLICIES

- A. COMPOSITION OF TOURNAMENT TEAMS: Skyball encourages players to play only on their Skyball team during the Skyball season (November to end of playoffs) and that Skyball teams, if they choose to, should play non-Skyball tournament games only after inviting the participation of all players on their Skyball team. However, Skyball does not prohibit coaches or players from forming teams to play in non-Skyball sponsored tournaments or games. No player who is a member of a SKY-Ball team should play on any team other than his/her SKY-Ball team, whether in SKY-Ball games or not, during the SKY-Ball pre-season or regular season. No coach or parent of a SKY-Ball player should organize a team, which attempts to combine players from a SKY-Ball team with any other team for the purpose of playing any game or tournament during the SKY-Ball pre-season or regular season. The intent of this policy is to preserve the team atmosphere on each SKY-Ball team and to underscore that each player is important to his team. Any SKY-Ball team that participates in non-SKY-Ball games or tournaments should do so using the players on that SKY-Ball team as long as the game or tournament occurs during the SKY-Ball pre-season or regular season.
- B. OFF-SEASON PLAY: In off-season, teams, players, and coaches are generally not bound by SKY-Ball rules and may pursue other academic/sporting activities at their discretion. However, conduct such as recruitment, although occurring during the off-season is strictly prohibited. SKY Ball encourages players and parents to determine what is best and neither encourages nor prohibits off-season activities.
- C. MAXIMUM NUMBER OF GAMES: SKY-Ball teams often choose to play many games and/or tournaments in addition to SKY-Ball sanctioned games. It is advised that sixth grade teams should play no more than 35 games between SKY-Ball sanctioned and non-SKY-Ball sanctioned games per SKY-Ball season (pre and regular season). It is advised that seventh grade teams should play no more than 40 games between SKY-Ball sanctioned and non-SKY-Ball sanctioned games per SKY-Ball season (pre and regular season). It is advised that eighth grade teams should play no more than 45 games between SKY-Ball sanctioned and non-SKY-Ball sanctioned games per SKY-Ball season (pre and regular season).
- D. DRUG POLICY: Each SKY-Ball player shall be in compliance with the Salem-Keizer School District drug policies as a pre-condition to participation in SKY-Ball.
- E. ATTENDANCE POLICY: A SKY-Ball player who is not in attendance at school during a school day without a valid excuse shall not practice or play in games on the same day. This would include students expelled or suspended from school.
- F. REGISTRATION FEE POLICY: The SKY-Ball Board of Directors shall establish player registration fees prior to each season. SKY-Ball relies heavily upon player registration fees to support operational expenses of the league, yet strives to provide an affordable youth basketball program. Registration fees may be refunded in full or part before team practices begin or under special circumstances. No player shall be denied access to SKY-Ball because of inability to pay. The league shall set standards and procedure for authorizing full and/or partial scholarships.
- G. DISCRIMINATION: Skyball shall not discriminate based on race, color, religion, national origin, disability, age, gender, sexual orientation, gender identity or expression, or income.