Coaches Handbook



2014 STANDING RULES

(Condensed Version)

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REVISED 09/18/2013

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I. <u>LEAGUE STRUCTURE</u>

- A. Eight (8) Divisions Refer to Full Version 2014 Standing Rules
- B. Division composition Refer to Full Version 2014 Standing Rules
- C. Teams Refer to Full Version 2014 Standing Rules
- D. Division Post Season Playoffs & Championship
 - 1. Divisions with fewer than four (4) teams:
 - a. The team with the best overall record shall be declared the Division Champion.
 - b. In the event two (2) or more teams tie for first place, the Division Champion shall be determined as follows:
 - c. By the best record in games between (among) the tied teams.
 - d. By a playoff game(s), if practical, as established by the appropriate Athletic Director.
 - e. If a playoff game(s) is not practical, the tied teams shall be declared cochampions.
 - 2. Divisions with Four (4) and less than or equal to Eight (8) teams:
 - a. A playoff tournament shall be established in which four (4) teams will be entered and be seeded from 1 4 in order of best overall record and tie breakers. The number one seeded team shall play the number four seeded team, and the number two seeded team shall play the number three seeded team. The winners shall play a championship game
 - b. Tie breakers which determine entry into the playoffs shall be in the following or:
 - 1). Best record in games between (among) the Tied teams.
 - 2). A playoff game(s), <u>if practical</u>, as established by the respective Athletic Director.
 - 3). Fewest season points allowed during league play.
 - c. Tie breakers which only determine seeding in the playoff tournament shall be in the following order:
 - 1). Best record in games between (among) the tied teams.
 - 2). Fewest season points allowed during league play.
 - 3. Divisions with Nine (9) or more teams:
 - a. A playoff tournament shall be established in which a minimum of six (6) teams will be entered
 - b. The playoff brackets will be determined by season final standings.
 - c. Tie breakers which determine entry into the playoffs shall be in the following or:
 - 1). Best record in games between (among) the Tied teams.
 - 2). A playoff game(s), <u>if practical</u>, as established by the appropriate Athletic Director.
 - 3). Fewest season points allowed during league play.

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- d. Tie breakers which only determine seeding in the playoff tournament shall be in the following order:
 - 1). Best record in games between (among) the tied teams.
 - 2). Fewest season points allowed during league play.
- 4. Division championship structure will be determined by gym availability.
- 5. Breakers Division Championship games will be played with all teams playing in pseudo championship games. Teams will be paired for these games by the Division Athletic Director. Each team in this division will be awarded as champions.
- Playoff & Championship Team Rosters: In order to prevent coaches from 6. discouraging, or covertly/blatantly omitting players from post season playoffs in order to improve chances of winning coaches will be required to prepare and provide a playoff roster for their team to their respective Athletic Director and/or League President. Coaches must provide their roster within 3 days of learning that their team has made the post season playoffs. Along with this, coaches must provide a written reason from the parent(s) of any player from that team who will not be able to participate in any post season games, which will be verified by the respective Athletic Director. Additionally, the Board reserves the right to follow up with any and all parents, who keep their players out of the post season, as to the reason for the absence. Any failure to comply may result in a disqualification of the coach or team to participate during post season playoffs and/or in forfeiture of any game(s) already played. All decisions regarding disqualification and/or forfeiture will be made by the respective Athletic Director and/or League President and must be approved by majority vote of the board of directors.
- E. Awards Refer to Full Version 2014 Standing Rules
- F. All Star Teams / All Star Selection Process Refer to Full Version 2014 Standing

II. <u>ELIGIBILITY OF PLAYERS</u>

Refer to Full Version 2014 Standing Rules

III. COACHING ASSIGNMENTS

- A. All coaches are subject to the approval, by a majority vote, of the RBYB Board of Directors.
- B. The coaching staff of each team must consist of one Adult (age 18+) head coach, one assistant coach of record and any other assistant coaches that the head coach may request, all subject to RBYB Board of Directors approval. Only two (2) coaches and the members of the team are permitted on the bench during the game.
- C. All coaches must be willing to subject themselves to a LIVESCAN background check in accordance with State of California Child Abuse statutory requirements. (Added 12/31/07).

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IV. SIGN UPS

Refer to Full Version 2014 Standing Rules

V. DRAFT PROCEDURE

Refer to Full Version 2014 Standing Rules for the following sections

GENERAL RULES
TEAM BLIND DRAFT PROCESS
PLAYER TRADE PROCESS

VI. RULES OF PLAY

A. All RBYB Divisions

- 1. CIF rules shall be used except where superseded by rules stated by RBYB herein.
- 2. Four (4) quarters, each ten (10) minutes of duration; running clock will be used. The clock will stop on the whistle the last minute (1) of the 2nd quarter. Additionally, the clock will stop on the whistle the last two (2) minutes of the 4th quarter, only if the difference between the two teams' score is within 10 points or less.
- 3. Man-to-Man Defense must be used in the front court during the first half of the season except for Breakers and Wave divisions. Zone defenses are only allowed in backcourt presses during this time. Game Officials will sound whistle to stop play. (Section added 12/31/2007). Penalties for failing to comply are as follows:
 - a. First infraction will result in a warning to coach.
 - b. Second infraction will result in the loss of a team time out.
 - c. Third infraction will result in a technical foul being charged to the player.
- 4. Teams with a lead of twenty (20) points or more **may not Full Court Press** the opposing team at any time. After one warning by the referee, failure to abide by this ruling will result in a technical foul called against the coach.
- 5. With a 30 Point Lead by one team, it will be at the discretion of either coach to remove the score from the Scoreboard. If both coaches cannot agree, an RBYB Board Member will make the final decision.
- 6. Players must be in proper uniform to be eligible to play. Proper uniform will consist of league-issued shorts and top. **All undershirts must be white in color**. No jewelry of any type will be permitted during game time. Additionally, gum-chewing is prohibited.
- 7. A regulation 29.5" CIF ball will be used for the Boys. A regulation 28.5" CIF Ball will be utilized for all Girls' Divisions, Clinic Division and Breakers Division.

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VI. RULES OF PLAY continued

A. All RBYB Divisions, continued

- 8. Four (4) time outs per game. There will be one additional timeout per overtime period. Each time out will be 30 seconds in length. Remaining time outs may not be carried over into any subsequent overtime periods.
- 9. Time permitting; there will be a three minute half-time and a one minute break between the quarters.
- 10. If an overtime period is required, it will be of 2-minute durations, with one timeout per overtime period. The clock will stop on the whistle provided that the score between the two teams is within 10 points or less.
- 11. The foul disqualification will be 5 fouls per player/game. However, the Wave, Clinic and Breakers Divisions will have 6 fouls respectively.

B. Special Rules for Girls' Wave, Boys' Clinic, and Breakers Leagues

- 1. Full court press allowed during the last two (2) minutes of the second and fourth quarters only. Teams with a lead of twenty (20) points or more **may not Full Court Press** the opposing team. After one warning by the referee, failure to abide by this ruling will result in a technical foul called against the coach.
- 2. Players will be allowed five (5) seconds in the key and will use the shorter free throw line (12-foot line). This line shall be taped on the floor and shall also designate the limit of the five second area.
- 3. A 28.5" ball will be used.
- 4. Wave Girl's League will have one floor Official and one score table person officiating the games. (Added 9/2008)

C. Special Rules for Boys/Girls Breakers League (added 12/31/07)

- 1. There will be only one floor Official and one score table person officiating the games.
- 2. Game score will be recorded in Scorebook only and not displayed on the Scoreboard.
- 3. Each team will be given 15 minutes to warm up before the start of the game.
- 4. Playing time will consist of four (4) eight minute quarters.
- 5. Player substitutions are allowed at any time during the game.
- 6. Special Hoop backboard lowered to a height of 7-1/2 to 8 feet will be used for all games.
- 7. There will be NO overtime periods.
- 8. Players may not press or closely guard the player with the ball until the ball crosses the red line past the center court line.

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- D. Special Rules for Girls Wave, Pacific, and Ocean Divisions (added 10/16/12)
 - 1. All Girls Division teams are allowed to begin a game with 4 players without forfeiting.
 - 2. If a team starts the game with 4 players, the 6-man rule will only apply if two additional players arrive after the start of the game but before the beginning of the third quarter. Refer to Late Arriving Player section VII. C for additional details.

VII. PLAY TIME REQUIREMENTS – ALL DIVISIONS

A. Coach Official Roster Check In:

- 1. Coaches must provide a COMPLETE roster to the official scorekeeper prior to the start of the game. All players, whether in attendance or not, must be listed.
- 2. Coaches must indicate on the official score sheet any ineligible players present at the game due to illness or disciplinary action.

B. Eligible Players At Start Of Game

- 1. Coach will inform scorekeeper of all eligible players IN ATTENDANCE prior to the start of the game and will also advise scorekeeper of any absent players, expected late players and players being subject to disciplinary action prior to the start of game. This will establish the playtime requirements for those players only. If only 6 players are eligible, the scorekeeper and head referee will inform the opposing coach.
 - i. Players on teams with 6 or less players prior to the start of the game are required to play a <u>minimum of 3 full-uninterrupted quarters</u>. Additionally, the opposing coach may (at his/her option) select 2 (two) players that MUST SIT one full-uninterrupted quarter of the game. This selection must be made prior to the start of the game; and noted by the Scorekeeper in the Scorebook.
 - 1. The other 4 (four) players may each play a full or partial 4th quarter or may sit an entire quarter. The coach may decide this as the game is played
 - 2. If the opposing coach is not informed of a 6 player situation, then whenever he becomes aware of this, the game is stopped so he may designate 2 players to sit.
 - 3. If the coach failed to inform the scorekeeper that only 6 players were eligible, a technical will be called against the coach.
 - 4. If play is stopped during the 3rd quarter, the opposing coach picks one player to sit the remainder of the 3rd, and another player to sit the 4th.
 - 5. If play is stopped after the 3rd quarter, the opposing coach picks one player to sit the remainder of the game.
 - ii. Players on teams with 7 or more players prior to the start of the game are required to play a <u>minimum of 2 full-uninterrupted quarters</u> and also required to sit a <u>minimum of 1 full-uninterrupted quarter</u>. Additionally, each player must appear in the first and second halves.

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C. Late Arriving Players

- 1. Any player arriving late must immediately check-in with the official scorekeeper. The official scorekeeper will identify the quarter in which the late player checked in and indicate that quarter next to that players name on the official score sheet.
- 2. Any player arriving after the start of the first quarter but before the beginning of the third quarter is required to play a minimum of 1 full-uninterrupted quarter. If the late player represents the 7th or higher person in attendance he/she is not permitted to enter the game until after completion of the 1st quarter.
- 3. Any player arriving during the third quarter will not be required to play a minimum number of quarters. Play time decisions for third quarter arrivals will be left to the discretion of the coach.
- 4. Any player arriving after the start of the fourth quarter will be declared ineligible and cannot play.
- 5. Late arriving players take playing time away from original players. If any of the original players end up sitting more than one (1) full quarter, then all of the original players must sit at least one (1) full quarter.
- 6. All of the original players must play at least two (2) full quarters.

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D.

NUMBER of PLAYERS	PLAY TIME REQUIREMENTS
7 or more eligible players available to start the game	All eligible players present to start the game must play at least 2 uninterrupted quarters and sit at least 1 uninterrupted quarter (cannot be modified for late arrivals). Players must appear in both the first and second halves. All eligible players present to start the game must play
6 or less eligible players available to start the game	at least 3 uninterrupted quarters. Additionally, the opposing coach (at his/her option) will select two players that MUST SIT one full-uninterrupted quarter. This selection must be made prior to the start of the game and cannot be modified for late arrivals. Players must appear in both the first and second halves
Oth player arrives late but prior to start of	Late and all result along the at A substance to describe
8th player arrives late but prior to start of 3rd quarter	Late arrival must play at least 1 uninterrupted quarter Eligible players present to start the game must continue to play at least 2 uninterrupted quarters and sit 1 uninterrupted quarter (per above)
7th player arrives late but prior to start of 3rd quarter	Late arrival must play at least 1 uninterrupted quarter. If late arrival(s) play a total of 2 or more quarters, then all players present to start the game must sit at least 1 uninterrupted quarter.
6th player arrives late but prior to start of 3rd quarter	Late arrival must play at least 1 uninterrupted quarter Eligible players present to start the game must continue to play at least 3 uninterrupted quarters with no mandatory "sit" requirements (per above)
Any player arriving after start of 3rd quarter but prior to start of 4th quarter	No mandatory play requirements for late arrival (coach's decision) If any eligible player present to start the game only plays 2 uninterrupted quarters, then every player shall be required to sit I uninterrupted quarter.
Any player arriving after the start of the 4th quarter	<u>Declared ineligible and cannot play</u> . Balance of players continue to adhere to play rules associated with number of players present to start the game (per above)
Note: If multiple players arrive late, the	Example: If a 7th player arrives during the 1st quarter
rules applicable to each late player will	and an 8th player arrives during the 3rd quarter then
apply individually. The playtime	the 7th player will be required to play at least 1
requirements for "non-late" players may	uninterrupted quarter and the 8th player's time will be
change as more players arrive during the game.	left up to the discretion of the coach.

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VII. PLAY TIME REQUIREMENTS continued

A. Special Playing Time Clauses

If a player should be unable to continue a game due to illness, injury, ejection or fouling out, then the playing time and "must sit out" rules will have been considered as having been met for that player. If a player is out due to injury or illness, the player substituted in will have been considered as having met the "must sit out" rules.

If a temporarily injured or ill player is able to reenter the game, they must replace their substitute at the next stoppage of play. This quarter still counts as a full quarter sat for the substitute and a full quarter played for the injured/ill player.

If the injured or ill player waits until a later quarter to reenter the game, then the quarter with the injury/illness will count as a partial quarter played for both the injured/ill player and the substitute. Both players must sit another entire quarter and must play two other entire quarters. This is to prevent a coach from keeping a weaker player on the bench after a minor injury, so that a stronger player can get more playing time.

In addition, each player must sit out 1 full-uninterrupted quarter unless to do so would cause the team to be left with fewer than five players on the floor. This will be allowed if the team suffers injury, illness, fouling out or ejection thus rendering the team to less than 5 players (i.e. A team maintains 7 players before the start of the game; One player fouls out, another player is injured and the third player is sitting out his mandatory quarter, then the player that is sitting out his quarter may re-enter the ballgame in order for his team to participate with 5 players on the floor.

If a team maintains 6 players before the start of the game, then the 6 PLAYER RULE will be in effect. Additionally, if a team has only 6 players and 2 of the players foul out, then the team must participate with 4 players. Only eligible players will be allowed to re-enter a ballgame. Players that are either fouled out or ejected will not be allowed to re-enter the contest.

F. Play Time Violation Game Forfeiture

Any team, failing to adhere to the above referenced playing time rules and regulations will result in a forfeiture of the game. There will be no exceptions to this rule.

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G. Proper Uniform

- 1. The uniform issued by RBYB will be worn for all league games. All undershirts must be all white in color.
- 2. Either basketball shoes or suitable gym shoes will be worn at all league games. Basketball "slip-ons" are not permitted. Also, the shoes must have non-marking soles.
- 3. Basketball shorts shall not be worn below the waist line or expose a player's boxers or briefs. Additionally, jersey tops must be "tucked-in" at all times.
- 4. A team technical foul may be given to each player in violation of these uniform requirements.

VIII. OFFICIALS

Refer to Full Version 2014 Standing Rules

IX. RULES OF CONDUCT

- A. All CIF rules of conduct will apply except where added to or superseded by the rules of RBYB stated herein.
- B. Players will not be allowed to bring balls into the gym while games are being played.
- C. Non-playing persons, including referees, will not be allowed to bring balls on the court while play is suspended.
- D. The following offenses by players shall be considered to be the basis for disciplinary action with possibility of dismissal from RBYB without refund:
 - 1. Fighting
 - 2. Use of profanity or taunting
 - 3. Insolence or misconduct directed toward another person.
 - 4. Missing practices
 - 5. Destruction of public, school, or RBYB property.
- E. All disciplinary action resulting in the benching of a player must be reported to the Athletic Director or President not less than 24 hours prior to the game at which the player is to be benched. The Athletic Director or President will investigate the offense and rule.
- F. If a player is benched from a game, it must be logged in the scorebook before the start of that game. The opposing coach must also be notified prior to the start of the game.

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X. GENERAL RULES FOR COACHES

- A. A coach is always under the scrutiny of his players and should therefore always behave in an exemplary manner.
- B. Head coaches shall instruct the fundamentals of competitive basketball under the rules and policies of RBYB to the youth of the organization emphasizing the objective of RBYB as contained in these standing rules and the constitutional by-laws.
- C. The head coach shall maintain control of the team and coaching staff at all times when assembled for practice or league play and shall be responsible for the actions of the coaching staff. At no time is a coach or assistant coach allowed to remove a child from his team without written notice from the parent and approval from the Division Athletic Director.
- D. At no time will there be more than two coaches on the bench during a game; the head coach and the assistant coach of record.
- E. Coaches must hold one parent meeting prior to the start of the season practice. This meeting must be held before league play starts to organize team parents and to inform the parents of team policies.
- F. The head coach shall be responsible for the distribution and collection of league equipment to and from members of their team. They shall exercise good judgment in maintenance of such equipment with the cooperation of the equipment manager.
- G. Head coaches are responsible for notifying players of practice schedules and supervising practices.
- H. Coaches are responsible for cleaning their bench area after each game and at the same time will be responsible for keeping their team members off the bench area to allow the coaches of the prior game to clean the area. Continuous infractions may lead to punishment, including forfeiture of games.
- I. The coaches of the last two teams in each gym shall be responsible for replacing all equipment used and cleaning the gym. The Board of Directors will make every effort to equitably distribute this responsibility among teams, preferably with a set schedule established at the beginning of each season. The Board of Directors will define cleanup responsibilities in written detail each year.
- J. A coach who continuously abuses the rules and regulations of RBYB shall be brought before the Board of Directors for disciplinary action with the possibility of suspension from the organization.
- K. The home team shall occupy the bench to the right of the center court line, as the court is faced from the bench area.

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- L. The following shall apply to all coaches at all levels:
 - 1. The use of profanity by any coach at any time, during practice or game situations, will not be tolerated by the RBYB Board under any circumstances. If it is reported to the Board that coaches have been using profanity towards any of the players, parents, other coaches, referees, or any other person during an official RBYB function or RBYB practice, that the coach will be brought before the board and reprimanded/counseled. If there is a second incident reported, that coach will be removed from his/her position, and immediately replaced with the assistant coach.
 - 2. The use of any alcoholic beverage before, during, or after any RBYB function is prohibited, while on the gym premises. The Board stresses that all coaches use discretion when consuming any type of alcoholic beverage before any RBYB function, therefore coaches shall not consume any type of alcoholic beverage before practices or games, to ensure that there is no detectable odor of alcohol on them.
 - 3. The use of any type of tobacco products are prohibited on school grounds in Redondo Beach, and the Board discourages the use of tobacco products while participating in any type of RBYB function.
 - 4. Coaches shall not approach a league official, referee, player or parent at any time in a confrontational matter before, during or after any game. Doing so, will be cause for disciplinary action by the Board with the possibility of suspension from the Redondo Beach Youth Basketball organization.

M. Approved Practice Facilities

- 1. Coaches will be assigned practice times and locations at the beginning of the season. Coaches are only to use approved practice locations. All teams with the exception of Breakers Division teams must practice at approved Redondo Beach locations, which are Adams Middle School, Parras Middle School, and Perry Park in the City of Redondo Beach. Breakers Division teams will be assigned to a Redondo Beach Elementary School property. Any coach who holds a practice at any other site that is not pre-approved by the RBYB Board of Directors shall be removed from his/her position, and immediately replaced with either the assistant coach or another coach to be selected by the Athletic Director and approved by the Board.
- 2. In preparation for tournament play, an all-star coach may request to practice at an off-site facility. This request must be submitted in writing to the Athletic Director at least 10 days prior to the desired practice. This must be approved by the Board of Directors prior to the practice being held. Any all-star coach who holds a practice at an off-site practice location that is not approved by the board shall be removed from his/her position, and immediately replaced with either the assistant coach or another coach to be selected by the Athletic Director and approved by the Board.

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XI. PROTEST

- A. A protest shall be provided in writing by hand or email and be submitted to the Athletic Director or President within 24 hours of the presumed infraction. If an Athletic Director or President is not available at the gym, a phone call or email must be made to the President in order to make the protest.
- B. The President shall form a committee of the Athletic Director, who shall act as chairman, and/or non-coaching Board Member and two coaches from outside of the league from which the protest is being received shall review and rule on each protest. No person related to a protest may become a member of the committee.
- C. Only violations of rules (CIF or RBYB) will be grounds for submitting a protest. <u>Judgment</u> calls by an official will not be grounds for a protest.
- D. The protest committee will rule if a protest is valid or invalid and make the appropriate rulings.
- E. The protest committee shall inform the Board of Directors of the results of every ruling on a protest.
- F. If a game is under protest, a written statement reporting the basis for the protest and requesting a review by the protest committee must be submitted to the Athletic Director or President within seventy two (72) hours after the protest is made, along with a protest fee of \$25.00.
- G. Protesting Coach the following procedure will apply:
 - 1. The protesting coach will call time out for protest and note the time with the scorekeeper. A timeout will be charged timeout to the protesting coach.
 - 2. The scorekeeper will inform both coaches that the game is being played under protest.
 - 3. The scorebook will be signed by the protesting coach and the scorekeeper will note the score at the time of the protest.
 - 4. The scorekeeper will note personal fouls, team fouls, time outs, and all other pertinent statistics which affect the outcome of the game.
- H. The \$25.00 protest fee will be returned if the protest is upheld by the committee.

XII. SPONSORS

Refer to Full Version 2014 Standing Rules

END OF STANDING RULES Coaches Handbook (Condensed Version) Updated 9/18/2013