SPYB LEAGUE RULES 2014/2015

**PLAYER ELIGIBILITY**

A. Players must have signed and returned the Code of Conduct form.

B. Players must be in approved SPYB uniforms, which include league issued jersey, no pants, no black soled shoes, no hats or jewelry.

**PLAYER DIVISIONS**

A. Divisions are divided based on school grade.

The Developmental League consists of players in grades 1 and 2.

The Junior Division consists of players in grades 3 and 4.

The Intermediate Division consists of players in grades 5 and 6.

The Senior Division consists of players in grades 7 and 8.

**RULES OF PLAY**

A. **Time** Games will consist of 4 8 minute quarters, running time; the last 2 minutes of the game will be stop time. Time will also stop on the first free throw and resume when the official hands the ball to the shooter. Overtime will consist of 2 minutes of stop time. Each team shall have 1, one minute time-outs **per game** and one additional time out for each overtime. The Half Time break will consist of 5 minutes.

B. **Minimum Play** Each player must play at least 8 minutes of the first half and 8 minutes of the second half. The first half will consist of 2 eight minute quarters with no substitutions (unless there is an injury), the second half will consist of a 3rd  and 4th quarter with mandatory substitutions at the 4 minute mark. Coaches should start each game with their best 5 players to make the game fair and competitive for all rec players. Coaches are free to set their lineups as they see fit for the second half of games. If a team has 8-10 players each player must sit out a minimum of one 4 minute segment. If a team has only 6-7 players a player will still need to sit out one segment during the game. The only way a player should play the whole game is if a team has only 5 players. Failure to sit a player during a game with more than 5 players will result in a game forfeit and 1 game suspension of the coach.

C. **Defense**

1. *Junior Division* Only Man to Man Defense is allowed and defense can only be played on an offensive player when the player reaches the 3 point arc. Double teams are allowed at any time. The Press is only allowed in the last 2 minutes of the game. No press allowed by any team leading by 10 points or more.

2. *Intermediate Division and Senior Division* Both Zone and Man to Man defense are allowed. No defense can be played on an offensive player until the player crosses the half court line. Press is allowed during the last four minutes of the game. No press is allowed by any team leading by 15 or more points.

E. **Fouls** Players will shoot 1 and 1 on the 7th Team Foul of the half. The double bonus (2 free throws) will be given on the 10th team foul of the half. Players in both divisions will be removed from the game on the 5th personal foul. Flagrant, break-away and intentional fouls will result in 2 free throws plus possession.

F. **Technical Fouls** As the SPYB is a ***Zero Tolerance League*,** the following rules will apply to technical fouls:

1. Fighting by a player or coach: In addition to the technical foul, the player or coach will be removed from the game in which the fight took place, and shall be issued a two-game suspension. A second offense will result in the immediate suspension from the league for the remainder of the season.

2. Profane Language by a Player or Coach: In the sole discretion of the game official, such conduct will result in a technical foul.

3. Abusive Language by a Player or Coach: In the sole discretion of the game official will result in a technical foul and ejection from the game.

4. Any Act Intended to Harm Another Individual: Is the sole discretion of the game official will result in a technical foul and immediate ejection from the game and suspension from the next scheduled game. If a player is ejected the coach is required to inform the Division Director of the incident. If a suspended player plays in a game in which he or she was suspended the game will be forfeited, and the coach suspended for that game.

5. Any coach removed from a game for any of the above reasons will result in his team’s forfeit of that game.

6. Any coach who receives 2 technical fouls in a season will be removed from the league.

G. **Miscellaneous**

1. The Home Team is responsible for submitting the game score to the league within 24 hours after the conclusion of the game.

2. Each team shall assign a responsible adult to the scorer’s table for each game, one

for the book and the other for the clock. Coaches must help monitor the hallways at during games and make parents aware of any issues. We also must ensure the gym is 100% clean at the conclusion of our last game of the evening.

3. Any rule or situation not addressed by these rules will be covered by MIAA

Basketball Rules, or by the SPYB League Directors or League Board of Directors.