# I-270 Youth Basketball League Rules

*Rules of play, eligibility, conduct, and championship tournament procedures*

These league rules supplement the NFSHSA rulebook. Where a rule is not specifically stated below, the NFSHSA rulebook governs.

## 1. Player Eligibility and Registration

Coaches are responsible for providing proof of each player's age. Any game in which an ineligible player is listed in the official scorebook, whether because of age or another eligibility issue, must be forfeited.

The league includes three divisions:

| Division | Ages | Eligibility |
|---|---|---|
| **Bantams** | 9 and 10 | Players who are 11 are eligible only if they do not turn 11 before September 1 of the current year. |
| **Juniors** | 11 and 12 | Players who are 13 are eligible only if they do not turn 13 before September 1 of the current year. |
| **Seniors** | 13 and 14 | Players who are 15 are eligible only if they do not turn 15 before September 1 of the current year. |

**All players** who make a team must provide a copy of a State of Maryland ID, passport, or birth certificate.

To be eligible to play, the league must receive the registration fee and completed registration form before the first game. Must be a Montgomery county resident as of 9/1 of the current year.

## 2. Uniforms and Equipment

Only I-270 uniforms may be worn, including both the top and bottom. Uniforms may not be altered without permission. T-shirts worn under a team uniform must be the exact same color as the uniform. Jewelry may not be worn at any time.

## 3. Rules of Play

### Game Format and Timing

Games consist of two halves. Each Bantam half is 17 minutes. Each Junior and Senior half is 18 minutes. Games use a running clock, except that the clock stops for shooting fouls and time-outs called by officials or either team. During the final two minutes of each half, the clock stops on all whistles.

### Overtime

**Regular season overtime:**

All divisions: each team will receive one additional full time out.

Bantams: First team to score 3 points wins and ends the OT.

Juniors and Seniors: first team to score 5 points wins and ends the OT.

**Playoffs:**

All divisions: each team is granted 1 additional full time out per OT period.

Bantams: first overtime is 3 minutes; second overtime is 1 minute; third overtime is sudden death, beginning with a jump ball and ending when the first team scores.

Juniors and Seniors: first overtime is 4 minutes; second overtime is 2 minutes; third overtime is sudden death.

## Time-Outs, Fouls, and Scoring

Each team may take three full time-outs and two 30-second time-outs during a game. A full time-out is one minute. Each team receives one additional full time-out for each necessary overtime period. Coaches or players may call time-outs.

The bonus situation (one-and-one) begins with the seventh team foul of each half. The double bonus begins with the 10th team foul of each half.

A player is disqualified after a fifth personal foul and must leave the game. Players may not re-enter a game.

Free throws are taken from the regulation distance of 15 feet from the basket.

The three-point shot is in effect for all three divisions.

## Defense and Offensive Strategy

**No Zone in Bantam division**. Bantam Division must play man to man defense exclusively, the entire game. The use of designed trapping is also prohibited. A double team in the flow of man-to-man defense is allowed in situations such as, the offense has poor spacing, a dribble hand off, or pick and roll occur. But to have one player intentionally leave their man to double team or trap an opposing player is prohibited. Having a player who is guarding an area and not a man is effectively a zone and prohibited. Help side defense and all man-to-man defensive principles are legal. A player or team not playing man to man defense shall be issued a warning from the official on the first violation. Any subsequent violation of this rule shall result in a team technical foul being assessed to the bench, and the award of two foul shots and possession of the ball to the opposing team.

Juniors and Seniors play according to the NFSHSA rulebook. Help-side defense is permitted; however, a player who remains in one spot and consistently switches opponents is considered to be playing a zone defense. Coaches may appeal to the official, whose decision is final. This issue must not become a distraction to players, fans, or the league.

Occasional clear-out plays are permitted, but reliance on clear-out plays as a regular offensive strategy is not permitted.

### Closely guarded rule

Since our league does not use a shot clock the 5 second closely guarded rule will apply when the offensive player is dribbling.
It has always been in effect if the player is not dribbling.

## Scorebook and Bench Conduct

Head coaches must enter the team roster in numerical order in the official scorebook. Every number must include the player's first and last name. Entries must be legible, timely, and may not delay the game. A violation is a technical foul on the head coach.

Head coaches may stand within the six-foot box in front of their team bench to instruct a player or substitute. If no box is marked, the head coach may leave the seat only to applaud a play, speak to a player or substitute, or signal a player to call a time-out, and must remain directly in front of the bench.

Assistant coaches may not stand while time is in play. A violation may result in a technical foul charged to the head coach.

## Ejections and Mercy Rule

Players, coaches, assistant coaches, and spectators may be ejected when a referee determines it is necessary. An ejected person must leave the gym immediately and may not return for the remainder of the game. Two technical fouls in one game result in automatic disqualification and ejection. A player or coach ejected by a referee may not play or be in the gym for the following game.

The mercy rule applies to all divisions. When a team leads by 30 or more points, the clock runs continuously except during time-outs. Regular clock management resumes if the lead falls below 20 points.

## 4. Adverse Actions and Forfeitures

A team must forfeit if it does not field at least five fully uniformed, eligible players within 10 minutes after the scheduled start time.

Any person ejected from a game is automatically suspended for the team's next game. A second ejection is subject to action by the President or Board.

The league may impose a penalty for conduct detrimental to the club or league.

## 5. Protests

The league Board of Directors hears all protests unless it delegates that authority to a committee.

The head coach must protest at the time of the alleged infraction.

The protest must be made to a referee in the presence of the opposing coach.

The official scorekeeper must document the protest in the official scorebook, including the game time and score. The referee, protesting coach, and scorekeeper must initial the entry at the time it is made.

Within 48 hours of the alleged infraction, the head coach must provide a league officer with a written protest that identifies the specific rule alleged to have been violated and describes the incident.

The Board or committee will hear the protest at its earliest convenience and may invite the protesting coach, referees, or others to appear. The Board or committee solely determines any league action if a protest is upheld. Upholding a protest does not necessarily change the game outcome or require a replay. All decisions are final and not subject to appeal.

Referee judgment calls are not subject to appeal.

## 6. Officials and Scorekeepers

The league provides referees. If scheduled referees do not appear, the game will be played as scheduled using substitute referees selected by the league. If no league officer is available, the gym monitor selects substitute referees. Players, coaches, and fans must show respect for referees. The league may suspend or expel a player, coach, or fan for improper or excessively discourteous conduct.

Scorekeepers are league officials and must be treated courteously. Scorekeepers may request that referees call a technical foul against a head coach for discourteous behavior by a coach, player, or fan.

## 7. Championship Tournament

All league rules and NFSHSA rules apply to championship tournament games unless modified below.

Championships are determined by tournament results. Championship trophies are awarded to each player on the winning team in each division, and runner-up trophies are awarded to each player on the second-place team.

One player in each division receives a tournament Most Valuable Player Award based on tournament play. The Board determines the winners unless it delegates that authority to a committee.

All league teams qualify for the championship tournament.

Teams are seeded within their division by final season standings, determined by won-loss records.

### Tie-Breaker Rules

**For a two-way tie:**

Best head-to-head record.

If still tied, the greater head-to-head points-for versus points-against differential.

If still tied, the greater overall point differential.

**For a multi-way tie of three or more teams:**

Record against the tied teams.

If two or more teams remain tied, point differential against those teams.

If two or more teams remain tied, overall point differential.

Any player who has played in six or more regular-season games is eligible for tournament play. The Board may rule other players eligible if they missed more than six games because of injury or other causes the Board finds acceptable.