

## Augsburg College Church Youth League 2012 Basketball Season Rules of Play

### **League Mission Statement**

*The purpose of the Augsburg College Church Youth Basketball League (ACCYL) is to provide relaxed, yet structured games in a Christian setting, allowing kids an opportunity for fun and exercise while building relationships with teammates, opponents, and God. Through these games and practices, Christian values are promoted throughout the coaching ranks and spiritual growth is encouraged within each team and individual. Devotions, prayers, and community service are a part of each team's experience. Each individual has the opportunity to enjoy the game of basketball, regardless of ability or experience, and in doing so is able to achieve a feeling of success.*

### **Eligibility Criteria**

1. **By Grade:** Each youth should participate in an appropriate league: Middle School (6th-8th grade) and Senior High (9th-12th grade). Within each age grouping, the League offers three different types of competition: Boys teams and Girls teams. Churches have occasionally combined to field a team. Players out of high school and/or over 18 years of age should seek an adult league.
2. **If Already On a School Team:** 9th-12th graders playing for their high school are not allowed to play in this league and should not endanger their eligibility on their school team by participating in this church league. According to the Minnesota State High School Athletic League rules, this applies to any player on the 10th grade, junior varsity, and varsity teams. Coaches and church youth are responsible for checking this out about their team members.
3. **Traveling Players:** It is up to individual churches to decide if 6th-9th grade 'traveling players' are allowed to play on their church's team. We have observed great on- and off-court leadership from these players over the years, but likewise have seen teams experience great hardship when these players have to be gone, sometimes quite regularly, for out-of-town tournaments on weekends.
4. **Senior High Boys:** All teams will start the season in Division 1. Midway through the season, the League will reevaluate the classification of all senior high boys' teams and may reclassify some of them as it deems appropriate to try to ensure competitiveness. This may result in a team switching gym locations.
5. **Health/Code of Conduct Form:** Each team is required to have all of its players, their parent(s), and the team's coach(es) sign a standard health and conduct form. This form asks for medical information in the event of injury in order to hasten treatment for an individual, as well as serves to clarify the League's mission and eligibility rules. By signing this form, an individual gives the League permission to use pictures of them for League promotional purposes without expectation of payment.

Each coach collects the forms from their team and, along with their own form, hands them to the gym manager at their team's gym on the first Sunday of League play. After the start of the season, it is the responsibility of the coach(es) to have the form of any new player turned in to the gym manager by game time. An individual who does not have their form into the gym manager by game time cannot play on that day.

6. **Photo IDs:** Each player and coach is required to have a wallet-size picture ID card, which is turned into the gym manager on the first week and kept through the entire season. The coach should pick up the ID cards on the last week of regular season play at their gym and is responsible for having the ID cards for all post-season games. The following information should be displayed on each card: the individual's name, photograph, jersey number (for players) or title (for coaches), name of church, and particular league (senior high or middle school; boys, girls, or co-ed, etc.).

### **Adult Leadership Expectations**

7. Each team must have an **Adult Coach** at each game and will forfeit the game without one. A game cannot be played without a coach present for each team. Coaches are adults who are 21 years or older, are serious about their Christian faith, and possess a high level of maturity, responsibility, and knowledge of the game of basketball. Coaches should always set a good example for their players, both on and off the court. Coaches need to keep track of their players and be in control of their players' behavior at all times. A team not providing a coach for a second game will jeopardize their team's involvement in the League. As with players, each coach must submit a photo ID card and a signed Code of Conduct form to the gym manager to participate.
8. Each team must have an **Adult Scorekeeper** at each game and will forfeit the game without one. Scorekeepers are adults who are 18 years or older and possess a high level of maturity and responsibility. The two scorekeeping adults (one provided by each team) are expected to work together to keep track of the points, time, fouls, and time-outs. Along with the officials, they also keep track of the equal playing time of the players (see Rule #14). They are expected to remain neutral when rules or events on the court are being sorted out by the officials and coaches. A team not providing an adult scorekeeper for a second game will jeopardize their team's involvement in the League.
9. **Referees** are adults, 19 years and older, who display a high level of maturity, responsibility and knowledge of the game of basketball. They do not have to be licensed officials, but should be aware of state high school rules. The purpose of the referees is to maintain good control of the game and to affirm, teach, and encourage players and coaches.
10. **Gym Managers** are adult representatives of the League at each gym site. They are in charge of the site on behalf of the League by providing a welcoming presence at the site; helping to communicate information to teams from the League; and helping to clarify the League's mission. They also have more specific duties which include: organizing the setup and cleanup of the site each week; taking attendance at each game during the season; organizing and

training the adult scorekeepers before each game, etc. The gym manager will report the game scores from their location via the League's website on a weekly basis. Game scores shall be reported within 24-48 hours of game day.

- 11. Communication:** Referees, coaches, the gym manager, and adult scorekeepers need to always be working together for the benefit of the youth in this League. All of these adults are asked to meet each other before each game and confer on team rosters, equal playing time, safety hazards, and other necessary items. After the game they direct handshakes between the teams and gather the teams together (off-court if necessary) for the post-game prayer.

## Game Rules

- 12. Home and Visitor:** The game schedule will designate one team as 'home team' and the other as 'visitor team' each week. The 'home team' is expected to have either a coach or youth director/pastor lead the pre-game faith talk/devotion for both teams (only in the case of 9th-12th graders should a mature player be allowed to lead this instead). The 'visitor team' is expected to have a player lead a post-game prayer for both teams. This should be rotated around the team each week.
- 13. Number of Players:** All games, in both the middle school and senior high levels, will be played 5-on-5. A team must have at least four players in order to play in a game, even though they will have to play their four players against an opponent's five players. Any team failing to have at least four players show by game time must forfeit the game. (see Rule #14).
- 14. Equal Playing Time Requirements:** It is expected that coaches will play all of their players equally during the game. The referees will stop the game at the dead ball nearest each five-minute interval for substitutions (i.e., a game time of 40 minutes total will consist of eight 5-minute intervals or rotations). The players that start each rotation shall play for its duration without substitution, except for injuries or loss of eligibility. Coaches will use one of the following rules as applicable to ensure equal playing time:

**Rule 1 (For teams with fewer than 10 players at a game):** The players that do not start the first rotation shall start the second rotation; the players that do not start the second rotation shall start the third rotation; and so on. If there are seven or more eligible players, no player can start four consecutive rotations.

**Rule 2 (For teams with at least 10 players at a game):** The players that do not start the first rotation shall start the second rotation; the players that do not start the second rotation shall start the third rotation; and so on. If there are more than 10 eligible players, however, then the remaining players on the bench (who have not played yet) must start each successive rotation until all players have played. In other words, no player may enter the game for a second time if there are still players on the bench who have not played once, and consequently, no player may enter the game for a third time if there are still players who have not played twice, etc.

A team that is in violation of this rule will be assessed a technical foul and, if possible, the situation should be corrected by having the appropriate players enter the game. The coach needs to bring this error to the attention of a referee before game time expires. No violation may be called once the game time has expired.

- 15. Devotions and Prayers:** Individual players not participating in the pre-game devotion will not be allowed to participate in the first half of the game (even if their team is playing with only four players). A player or coach who misses the post-game prayer will not be allowed to play in the following week's game. A second infraction of this rule will result in the person or team not being allowed to participate further in the League. Only leaders who agree and feel comfortable with the League's mission should participate.
- 16. Jerseys/T-shirts:** Each player must wear a numbered t-shirt/jersey with their team's designated color. A player may not play without one. Players may not switch shirts during the game.
- 17. Possession:** A jump ball at the beginning of the game will determine possession and will alternate thereafter for the remainder of regulation (see Rule #26 for overtime). The adult scorekeepers will keep track of possession.
- 18. Game Time:** The game will be divided into two halves of 20 minutes each with a 5-minute intermission. Running clock will be used throughout the game except in the last two minutes of each half and overtime. The game will continue to use a running clock once a 20 point lead is established by a team. The clock also stops at all time-outs. Officials will allow player substitution at approximately each 5-minute interval to promote equal playing time (see Rule #14). This player transition time is not a time-out but a minor stoppage of the clock. Each coach is expected to have his or her substitution plan prepared prior to the game.
- 19. Time-Outs:** Each team is allowed three 30-second time-outs per half. These time-outs can be used individually or in a group of two or three; however, they do not carry over to the second half or overtime.
- 20. 3-Point Line:** 9th-12th graders playing on a court with a 3-point line will use the 3-point arc and will be awarded three points for baskets made outside the arc. 6th-8th grade teams are not allowed to use the 3-point line in order to promote better team play (passing, better shots, etc.). This includes all post-season play.
- 21. Fouls:** Each player is allowed only five fouls per game. Bonus (1 and 1) free throws begin on the seventh team foul. Double bonus begins on the tenth team foul. Flagrant or intentional foul infractions will be regarded as technical fouls and will result in awarding the team fouled with two or three free throws (depending on court location) and the possession of the ball. Two technical fouls by any individual coach or player (on the court or on the bench) will result in automatic ejection from the game.

22. **Flagrant or Intentional Fouls** that cause physical harm (injury) will result in automatic ejection from the game and the actions of the player committing the foul will be reviewed by the League for possible expulsion from the League.
23. **Dunking** will not be allowed before, during, or after the game. A technical foul will be assessed against any player who attempts and/or dunks the basketball. Technical fouls will also be assessed against individuals who are hanging on the rim excessively. A church will also be assessed a repair fee for fixing the rim and backboard.
24. **Pressing:** In all games, a full-court press (person-to-person or zone press) is allowed until a team has a 10-point lead. Once a team has a 10-point lead, their players may use a half-court press only but cannot use a full court press. If the full-court press is used with a 10-point lead, the referee will issue a warning to the bench. A second offense will result in a technical foul.
25. **Coaching Box:** If a gym only allows teams to sit on the ends of the court rather than along the sidelines, one coach per team is allowed to walk up to half-court along the sides during the game.
26. **Tie Games** will be handled as follows: A 5-minute overtime period will be used to determine the winner of the game. With this 5-minute overtime each team will have one 30-second time-out available for use.  
  
The winner of a coin flip will have first possession. Players selected for the overtime period must be eligible for play. They must have been present at the pre-game prayer and they must not have fouled out of the regulation game. A team with only four eligible players can participate in overtime. You must continue equal playing time through the overtime period. The overtime period will be considered an additional 5-minute rotation to the equal playing time roster.  
  
**Sudden-Death:** If there is still a tie after the first overtime, then the teams will play 2-minute overtime. Participants for the sudden death overtime will start with the eligible players that did not play in the first overtime. If it is still tied, then proceed with another 2-minute period until a winner is determined. There will not be any time-outs allowed in sudden death.
27. **Health:** A player who is bleeding in any way should not be allowed to continue to play until the bleeding is stopped and the coaches and officials feel it is acceptable for them to return.

### Personal Conduct:

28. **Unsportsmanlike Conduct:** To discourage unsportsmanlike conduct, an official can charge a technical foul against a coach or player who: swears (i.e., using the Lord's name in vain), taunts an opponent, challenges a referee's call, is excessively physical, or otherwise acts inappropriately (in the referee's opinion). The player must be benched immediately for a minimum of 10 minutes, which can be extended by the referee into the next half. The opposing team will get two free throws and possession of the ball. A second behavioral infraction will cause the player to be benched for the remainder of the game. Further poor behavior from a player or coach could warrant expulsion from the team and League.  
  
Referees and gym managers have the right and responsibility in extreme conditions of excessive behavior to eject any player, coach, parent, or spectator from the game. Verbally or physically threatening another player, an official, the gym manager, spectators, or a coach will result in an automatic ejection from the game. League officials will review the matter for possible expulsion from the League and criminal charges.
29. **Arguing of a Referee's Call** will not be allowed by any player, coach, or spectator. If a coach wants to better understand and clarify a call, they have the right to use one of their team's time-outs to confer with the referee.

### Good Order

30. **Each team is asked to supply:** their own basketballs; a first aid kit; a scoring sheet, and a timing device at each game. A game ball will be selected by the officials from balls available at the time of the game.
31. **Each team is expected to pick-up their bench area**, including the throwing away of trash items, both during the game and following the game.
32. **Each team is expected to arrive at the gym early**, be prepared to warm up, be present for devotions, and be ready to play basketball. We are guests at these gym sites. Many of the gyms are multi-use rooms that have other activities scheduled for their use after completion of basketball on each Sunday. We will be respectful of the churches' needs.

### Post-Season Tournament

33. **Tournament berths** will be by invitation of the League at its sole discretion based on the following criteria during the regular season:

a. **Total points** earned:

Win/loss record	1 point for each regular season win	
Sportsmanship	0, 1, or 2 points for each regular season game as determined by consensus of the gym manager and referee(s)	
	Expectations to earn 2 points:	Any of these actions will result in the loss of 1 point per incident:
	Good sportsmanship: <ul style="list-style-type: none"> <li>• Congratulate the other team after the game</li> <li>• Play competitively and aggressively, but without flaunting superior ability</li> <li>• Clean up your bench area after the game</li> <li>• Have fun with your team and others in the game</li> <li>• Be respectful and courteous in all interactions with the gym manager, referees, and coaches</li> <li>• Help up a fallen player from the other team</li> <li>• Be prepared to play—arrive on time, remove jewelry, have jersey, ID, etc.</li> <li>• Participate as a team in devotion and prayer with a positive attitude.</li> <li>• Encourage fellow players on both teams</li> </ul>	Poor sportsmanship: <ul style="list-style-type: none"> <li>• Gloating in victory or whining in defeat</li> <li>• Taunting</li> <li>• Showboating</li> <li>• Making fun of another player</li> <li>• Cursing</li> <li>• Threatening anyone</li> <li>• Fighting</li> <li>• Disrespecting the gym manager, a referee, or a coach</li> <li>• Leaving trash around the bench area after the game</li> <li>• Receiving a technical foul</li> <li>• Not being prepared to play at the start of the game</li> <li>• Not participating in the devotion and prayer with a positive attitude. (which is also against the rules)</li> <li>• Other, as determined by gym managers, referees, and/or league officials</li> </ul>
Extra credit: Service	A team can complete up to three service projects, receiving up to 7 extra credit points. The first service project is worth 3 points and the second and third projects are worth 2 points each. 90% of the teams' members must participate in the project to receive credit. After the event, the coach is asked to send in an e-mail or hard copy paragraph to League Coordinator Megan Schornstein, including the date, times of the project(s), number of team members present, what was completed by the project and who was served by the team's efforts.	

b. **Other factors** that further the mission of the League as determined by the gym managers, referees, and/or other league officials.

34. **Player Eligibility:** A player must play in at least half of the team's games during the regular season in order to play in the tournament. An injured player will be eligible for the tournament if they started the year on the roster and played at the beginning of the season, became injured within the season, but attended other games (at least half of the seasons total) supporting their teammates. The coach should make sure that the gym manager, each week, counts them as injured but on the bench. If an odd number of games have been played by a team during the season, then a simple majority of games need to have been played by each player.