



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

B.R. Ryall YMCA YBall High School Basketball Rules

1. 2 - 20 minute halves
2. Home team wears white; away team wears solid color
3. Continuous clock with the following exceptions:
 - a. Every 5 minutes for subs
 - b. Injuries/timeouts
 - c. Last 2 minutes of last half on whistle
4. Substitutions can only be made every five minutes.
 - a. Substitutions cannot be made during time outs or on dead balls
 - b. A player cannot sit out consecutively if another player has not subbed out.
5. If the losing team is down by 20 points or more the clock does NOT stop with the following exceptions:
 - a. Injuries
 - b. No full court press when team is winning by more than 20 points

*****Clock will restart as soon as teams are set on the floor NOT at the start of play**
6. 7 team fouls is 1-1 bonus shots / 10 team fouls is double bonus. 5 individual fouls is a foul out.
7. Each team gets 1 time out per half. Each team will have 1 timeout per overtime period.
8. Decisions by officials are FINAL
9. If the game is tied at the end of regulation there will be a 2 minute overtime period. If the game is still tied, there will be one additional 2 minute overtime period. If the game is still tied after 2 overtimes, the game will end in a tie (except for playoffs)
 - a. Clock will run for the first minute of overtime and stop for the second minute on the whistle.
10. Ties for seeding in the playoffs will be broken as follows: head to head, points allowed, points scored, coin toss
11. Any additional rules will follow the IHSA rules and regulations



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YMCA YBall High School Basketball Code of Conduct

Core Values: Caring, Honesty, Respect, Responsibly

We strive to enforce sportsmanship and teamwork, while understanding the rules of basketball

Sign-In Procedure:

- Week 1: All players must present a valid High School ID to the Sports Manager to receive a game jersey.
- Week 2-8: All players must present a valid High School ID to the Score Table each week in order to participate in the game.
 - o Showing a Mobile Student ID, Driver's License or State ID will also be acceptable
- If a participant is listed on the roster, but doesn't have proper identification, they will not be allowed to participate that week.

No Show/Forfeit Policy:

- Each team needs at least 4 members of their team to play
- No show at game time: ball and possession arrow will start with team who is present
- Wait 5 minutes: Still no show; team that is present will receive win

Code of Conduct:

- If a player causes any harm to another player, gets 2 technical fouls in one game, or is removed by an official, we will follow the YBall Code of Conduct:
 - o First occurrence: suspended for current game and next game
 - o Second occurrence: removed from the league
- Sportsmanship must be demonstrated at all times by players, coaches and spectators. If an official, score keeper or manager, feels that bad sportsmanship was being shown, consequences could follow.
- Any inappropriate behavior that includes but is not limited to: disrespect or damaging the facility, possession/consumption of alcohol or drugs on the property (including spectators), or inappropriate behavior, can lead to removal from the league.

Signature Policy:

- Each player will need to agree and sign this YBall Code of Conduct before they play their first game

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