

DYTBL RULES

2024 – 2025

DuPage Youth Travel Basketball League (DYTBL) adheres to the rules of I.H.S.A. Men's and Women's Basketball and the DYTBL By- Laws, with the following exceptions and additions:

1. All grades (3rd, 4th, 5th, 6th, 7th & 8th) will be played with 7-minute quarters and a 3-minute half time. All time is to be regulation "stop clock" basketball.

2. Proper Uniforms & Jewelry

- a. Each team will have a white (or light color) for home games and a dark colored jersey for away games.
- b. Jerseys will have numbers on front and back, numbers do not have to be IHSA approved size or color.
- c. Jersey's may contain a name of a sponsor. Sponsor patch may not be any larger than 2" x 3" and applied to one side of jersey.
- d. No jewelry is acceptable
- g. T-shirts under jersey are allowed and do not need to confirm to IHSA rules

3. Defense Rules:

- a. **3rd, 4th & 5th grade Divisions** – *Man to man defense is the only defense allowed the entire game.* Full court man to man pressure may only be applied during the last 2 minutes 1st half and the last 2 minutes of the second half if there is not more than a 10-point lead.
- b. **6th 7th & 8th grade Divisions** – Any defense may be played. Full court pressure may be applied the entire game if there is not more than a 15-point lead.

NOTE:

- d. If an official notes a violation of defensive rule a warning will be given on the first notice and 2 technical foul shots on the second violation. Additional 2 shot technical on each subsequent violation, with the other team receiving the ball out of bounds.
- e. Each player must guard their player for Man to Man, once the ball is in the lane any player may help. It will be the official's judgment that a team is playing man to man and not a zone defense.
- f. "Guarding your player" this must be within reason, if an offense spreads the floor to the corners to try and play 1 on 1 there is no expectations that the defense will chase players to the corners, players may sag to the ball.
- g. Switching every screen is ok but the player must go with her player until there is a screen to switch, just standing in the blocks saying you are switching is not man to man defense.

4. Time outs:

- a. Each team will be provided 4 Full timeouts per game.
- b. Time outs do not carry over from regulation to overtime periods or from any overtime periods to another.
- b. Each team will be provided one Full time out each overtime period

5. Overtime:

- a. There will be UNLIMITED overtime periods.
- b. Each overtime period will be 3 minutes in length.
- c. Each overtime period will begin with a jump ball.
- d. There will be a one-minute break between overtime periods.

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6. Free Throws:

GIRLS:

- a. **3rd 4th and 5th grade division** – the player shooting free throws can step over the free throw line of a free throw.
- b. **6th, 7th and 8th grade divisions** – the player shooting free throws cannot step over the free throw line on a free throw.

BOYS:

- a. **3rd grade division** – the player shooting free throws can step over the free throw line of a free throw.
- b. **4th, 5th, 6th, 7th and 8th grade divisions** – the player shooting free throws cannot step over the free throw line on a free throw.

7. Mercy Rule: Will be used in all regular and tournament games. A running clock shall be used in the fourth quarter in which there is at least a 20-point differential score. Once a game reaches this differential and the clock starts running, it will continue running and stop only for one of the following:

- a. A team timeout
- b. An injury or removal of a disqualified player
- c. The administration of a penalty for a technical foul
- d. An official timeout
- e. Correctable error situation

8. Rosters:

Regular Season:

- a. If a team can only field 5 or fewer rostered players a “call up” can occur. Teams are only allowed to “call up” up to two players from a lower skill level or a younger grade team during the regular season.
- b. All “call up” players must be registered on a DYTBL team within the same program.

EXAMPLE: If a Gold skill level team cannot field 5 players, they would be allowed to “call-up” up to two players from a Silver or Bronze team in that same grade. They can also call-up a player from a lower grade level.

EXAMPLE: If a Silver skill level team cannot field 5 players, they would be allowed to “call-up” up to two players from a Bronze team in that same grade. They can also call-up a player from a lower grade level.

- c. If a program has two teams in the same skill level, those teams are NOT allowed to call-up players from the other team.
- c. Teams must notify both the league coordinator and the opposing team with the “call up” players at least 24 hours before tip-off. Failure to notify could result in a forfeit.
- d. These rules are valid only during the regular season.

Playoff Rosters:

- a. Playoff rosters will revert to the original roster submitted into the league at the start of the season.
- b. No additions or “call up” can occur during the playoffs.

9. Ejections and Sportsmanship:

- a. Each coach is responsible for the actions of their fans, players and assistant coaches.
- b. **Both participating teams where any player, fan or coach is ejected need to report it to the DYTBL Vice President @ zakic.bball@att.net within 24 hours, via e-mail describing circumstances.**

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10. IHSA Officials

- a. Each game is to be officiated by IHSA Certified Officials. Each game is to have 2 Officials.
- b. Officials must be able to supply name to both coaches at the beginning of game by signing the scorebooks of each team if requested.

11. Scorebook and Game Clock:

- a. Each Home team is to provide a score bookkeeper and game clock operator, before the start of the game. Scorebook keeper must sit at scorer table along with the game clock operator. A seat for the visitor's book may be made available out of consideration. In the event of any discrepancies with the score, fouls or the like the home book shall take precedence.

12. Game ball

GIRLS:

- a. Game ball shall be a 27.5 for 3rd, 4th and 5th grade.
- b. Game ball shall be a 28.5 for 6th, 7th and 8th grade, Women's regulation basketball.
- c. Game ball may be provided by either team as agreed by both teams

BOYS:

- a. Game ball shall be a 28.5, for 3rd, 4th and 5th grade.
- b. Game ball shall be 29.5 (regulation size) for 6th through 8th grade.
- c. Game ball may be provided by either team as agreed by both teams

13. All players must report to scorer table for entry into game. Failure to do so may result in a technical foul, as determined by officials.

14. All rulings and findings by the DYTBL are final. Appropriate action must be taken by each program as directed by the DYTBL or immediate termination and forfeiture of all funds paid to the league may result. The DYTBL shall be the interpreter of all Rules and By-Laws.

15. Home team is to supply a copy of the rules at the scorer table at every game. Officials are to be made aware of Rules before the start of each game.

16. A player can only be on a roster for one team during the DYTBL season, leading up to and including the DYTBL tournament, no exceptions. Regardless of the grade, skill level or program.

17. Cancellation Policy.

- a. Reach out to your opponents at the beginning of each week to confirm upcoming games. Confirm time and locations. This should be completed by both Home and Away teams.
- b. Home team is responsible to confirm with venues/gyms and their referees for upcoming games.
- c. If you are unable to make the game due to unavoidable circumstances, you have 72 hours FROM TIP OFF to reach out to your opponent for the cancellation. No penalty
 - Unavoidable circumstances include: cannot field more than 5 players, possible weather conditions impeding travel/safety concerns. loss of venue or other reasons deemed important enough to cancel a game.

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17. Cancellation Policy “continued”

- Please email both your league coordinator and opposing team with the reason for the cancellation and the rescheduled date.
- d. If within a 72 hour FROM TIP OFF time frame where a game is canceled, you will still need to communicate to both the league coordinator as well as the opposing team with the reason.
- If you are the HOME team and canceling, please try to reschedule a new home game with the AWAY team to avoid any penalties
 - If you are the AWAY team and canceling, you may be subject to court and ref costs incurred by the HOME team. If the HOME team can fill the spot and no costs are incurred, there will be no penalties.
- e. If within a 24 hour or less timeframe where a game is canceled by the AWAY team, the AWAY team will be subject to penalty (forfeit) and court/ref costs incurred by the HOME team.
- f. If within a 24 hour or less timeframe where a game is canceled by the HOME team, the HOME team will be subject to a penalty (forfeit) due to the travel courtesy by the AWAY team.
- g. If you are the HOME team and the opposing team shows up where doors are locked and refs don't show, the HOME team is subject to penalties.
- h. If both the AWAY and HOME team can work out an agreeable solution, please let your league coordinator know the new date.

18. Free throw rules:

- a. Teams will shoot two free throws for common fouls when in the bonus.
- b. Teams reach the bonus after recording five fouls in a seven-minute quarter
- c. The foul total resets at the start of each quarter.
 1. Previously, a team reached the bonus after seven fouls in a half

Have fun and help make an enjoyable experience for everyone involved