



Oregon Youth Basketball League Modified Rules 2012-13 Season

10/14/2011	1st/2nd Grade	3rd/4th Grade	5th/6th Grade
Purpose of League	Give the kids a chance to play an organized basketball game. They will learn teamwork, sportsmanship and basketball skills without being intimidated by other players, coaches or referees.	Build skills of players and modify the rules to make the game more realistic. At no time should winning take priority over the OYBL emphasis of teamwork, sportsmanship and basketball skills.	Build skills of players and modify the rules to make the game more realistic. At no time should winning take priority over the OYBL emphasis of teamwork, sportsmanship and basketball skills.
Violation Called	Violations should be called by blowing the whistle. After play has stopped, instruct the players on what happened, how to correct it and the nonviolating team will get the ball on top since there are no out of bounds plays at this level.	All violations are to be called by the official resulting in a turnover to the nonviolating team. The game shall be resumed by a throw in from out of bounds.	All violations are to be called by the official resulting in a turnover to the nonviolating team. The game shall be resumed by a throw in from out of bounds.
Rules	All games consist of 3 v 3. See 3 v 3 rules at bottom of this section	WIAA Rules apply except as listed below	WIAA Rules apply except as listed below
Basket Height	8 Feet	9 Feet	10 Feet (regulation height)
Lane Violations	5 seconds	4 seconds	3 seconds (WIAA rule)
Jump Balls	The game begins with a coin flip to determine 1st possession. Play resumes for all called jump balls and the beginning of the second half by alternate possession rules	The game begins with a jump ball at center court. Play resumes for all called jump balls and the beginning of the second half by alternate possession rules	The game begins with a jump ball at center court. Play resumes for all called jump balls and the beginning of the second half by alternate possession rules



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Fouls	Called but not counted. Play is resumed from taking the ball back on top.	7 per player - disqualified at 7th foul. Fouls will be recorded on scoring sheets provided by game coaches with player names and numbers filled in prior to the game	5 per player - disqualified at 5th foul. Fouls will be recorded on scoring sheets provided by game coaches with player names and numbers filled in prior to the game
Free Throws	There are no shooting fouls the ball is taken back up on top.	WIAA Rules apply - on 7th team foul per half, bonus free throws apply, on 10th team foul per half, 2 free throws are given.	WIAA Rules apply - on 7th team foul per half, bonus free throws apply, on 10th team foul per half, 2 free throws are given.
Free Throw Line	Not applicable	15 Feet - Referee Discretion to move forward	15 Feet (normal distance)
Playing Time	All players in attendance at the game will play equal amounts of time per GAME. Equal playing time will be enforced. If a player is absent for a game, coaches cannot make up that persons time during the next game.	All players in attendance at the game will play equal amounts of time per GAME. Equal playing time will be enforced. If a player is absent for a game, coaches cannot make up that persons time during the next game.	All players in attendance at the game will play equal amounts of time per GAME. Equal playing time will be enforced. If a player is absent for a game, coaches cannot make up that persons time during the next game.
Equal Time	In situations when a player will not have an equal amount of playing time, it is appropriate to make substitutions during the last 5:00 minutes of the game to even the playing time out.	In situations when a player will not have an equal amount of playing time, it is appropriate to make substitutions during the last 5:00 minutes of the game to even the playing time out.	In situations when a player will not have an equal amount of playing time, it is appropriate to make substitutions during the last 5:00 minutes of the game to even the playing time out.
Match-ups	Coaches will attempt to match players up to equalize size/ability, not to create advantages.	Coaches will attempt to match players up to equalize size/ability, not to create advantages.	Coaches will attempt to match players up to equalize size/ability, not to create advantages.
Positions played	All players will be given the opportunity to play all positions	All players will be given the opportunity to play all positions	All players will be given the opportunity to play all positions



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Substitutions	Occur at the 15:00, 10:00 and 5:00 minute marks of the half. Coaches can call time out to make substitutions. The clock will stop when the coach calls a time out. Officials must stop the play to make the substitutions as close to the 15:00, 10:00 and 5:00 minute mark at a change of possession only. Do not interrupt a play at the basket. The clock will not stop when officials stop play for substitutions	Occur at the 15:00, 10:00 and 5:00 minute marks of the half. Coaches can call time out to make substitutions. The clock will stop when the coach calls a time out. Officials must stop the play to make the substitutions as close to the 15:00, 10:00 and 5:00 minute mark at a change of possession only. Do not interrupt a play at the basket. The clock will not stop when officials stop play for substitutions	Occur at the 15:00, 10:00 and 5:00 minute marks of the half. Coaches can call time out to make substitutions. The clock will stop when the coach calls a time out. Officials must stop the play to make the substitutions as close to the 15:00, 10:00 and 5:00 minute mark at a change of possession only. Do not interrupt a play at the basket. The clock will not stop when officials stop play for substitutions
Game Time	Two 20 minute half's. (use four 5 minute periods per half)	Two 20 minute half's with a running clock.	Two 20 minute half's with a running clock.
Defense	Person to Person Defense only. NO ZONE DEFENSE	Person to Person Defense only within the 3 point arch. NO ZONE DEFENSE. If an offensive player is outside the 3 point line, the defender MUST be at the 3 point line in between their player and the basket. No sagging in the middle.	Person to Person Defense only within the 3 point arch. NO ZONE DEFENSE. If an offensive player is outside the 3 point line, the defender MUST be at the 3 point line in between their player and the basket. No sagging in the middle.
Full Court Press	No full court defense at any time.	No full court defense at any time.	No full court defense at any time.
Extended Defense/Safety Zone	Defense can extend no further than the 3-point line.	Defenders may play 1/2 court defense once the ball has penetrated the 3 point line. This will allow the offense to get the ball past the 1/2 court line with in the 10 second rule and begin their offense.	Defenders may play 1/2 court defense once the ball has penetrated the 3 point line. This will allow the offense to get the ball past the 1/2 court line with in the 10 second rule and begin their offense.



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Help Defense	NOT ALLOWED - players must remain with the person they are guarding - no switching on screens and no help defense.	Help Defense is allowed only to stop an offensive players' progress to the basket within the 3 point arc. Once the player's progress has stopped, help defense is no longer permitted and the players must return to their assigned opposing player. No switches are allowed.	Help Defense is allowed only to stop an offensive players' progress to the basket within the 3 point arc. Once the player's progress has stopped, help defense is no longer permitted and the players must return to their assigned opposing player. Switching is not allowed.
Spirit of Help Defense Rule	Not applicable	The spirit of the Help Defense Rule is to teach help defense but prevent defensive players from sagging into the lane or playing a zone defense.	The spirit of the Help Defense Rule is to teach help defense but prevent defensive players from sagging into the lane or playing a zone defense.
Stealing	Stealing on the dribble is not allowed. Stealing or intercepting a pass is allowed	Standard defense	Standard defense
Defense Violations	Not applicable	The first two defensive rule violations by a team will result in a stoppage of play and warning the players involved. The third team violation will result in a technical foul on the defensive team. The penalty will be two points plus the ball to the shooting team	The first two defensive rule violations by a team will result in a stoppage of play and warning the players involved. The third team violation will result in a technical foul on the defensive team. The penalty will be two points plus the ball to the shooting team
Officials	1 Coach will officiate each 3 v 3 game. Coaches are allowed to provide instruction to players while officiating	Games will be officiated by other coaches within the league.	Games will be officiated by other coaches within the league.
Time Outs	Two 45 second times per GAME. The Clock WILL stop during a timeout. Game officials are responsible for keeping the time out to 45 seconds.	Two 45 second times per GAME. The Clock WILL stop during a timeout. Game officials are responsible for keeping the time out to 45 seconds.	Two 45 second times per GAME. The Clock WILL stop during a timeout. Game officials are responsible for keeping the time out to 45 seconds.
Scoring	A running score is NOT kept	A running score is NOT kept	A running score will be kept



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Individual Player Scoring	Will not be kept for individual players	Will not be kept for individual players	Will not be kept for individual players
Mercy Rule	Not applicable	Not applicable	If a game reaches a 20 point spread in the score, the scoreboard is turned off for the remainder of the game.
3 point Baskets	Not applicable	Not applicable	3 point baskets will be allowed throughout the game.
Clock Stoppage	Running clock - only stopped for injuries or end of period	Running clock - only stopped during timeouts and injuries	Running clock - Clock does not stop except for Time outs, injuries and last two minutes of the game
Clock Stoppage-last 2 minutes of game	Not applicable	Not applicable	Stop clock on all whistles during the final two minutes of the game.
Half Time	3 minutes	3 minutes	3 minutes
Start of Half	Players should be ready to play when the buzzer sounds.	Players should be ready to play when the buzzer sounds.	Players should be ready to play when the buzzer sounds.
End of Game	Games must be completed by the 50 minute mark of each hour.	Games must be completed by the 50 minute mark of each hour.	Games must be completed by the 50 minute mark of each hour.
Overtime	Not applicable - score not kept	Not applicable	No OT, games end in tie.
Practice	Each team is limited to one 60 minute practice per week. Teams are encouraged to show up 15 minutes early and warm up/stretch and talk with the coach in the hall outside the gym (no balls please). Violations of the one practice per week rule may result in loss of your practice time.	Each team is limited to one 60 minute practice per week. Teams are encouraged to show up 15 minutes early and warm up/stretch and talk with the coach in the hall outside the gym (no balls please). Violations of the one practice per week rule may result in loss of your practice time.	Each team is limited to one 60 minute practice per week. Teams are encouraged to show up 15 minutes early and warm up/stretch and talk with the coach in the hall outside the gym (no balls please). Violations of the one practice per week rule may result in loss of your practice time.
Participation	A player is not allowed to participate on more than one OYBL team.	A player is not allowed to participate on more than one OYBL team.	A player is not allowed to participate on more than one OYBL team.



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Standards of Conduct	All players must be registered and have their fees paid before they will be allowed to participate in the OYBL.	All players must be registered and have their fees paid before they will be allowed to participate in the OYBL.	All players must be registered and have their fees paid before they will be allowed to participate in the OYBL.
Standards of Conduct	All adults and players are expected to display good sportsmanship at all times. Standards of Conduct will be enforced by game officials.	All adults and players are expected to display good sportsmanship at all times. Standards of Conduct will be enforced by game officials.	All adults and players are expected to display good sportsmanship at all times. Standards of Conduct will be enforced by game officials.
Standards of Conduct	Teams designated as the HOME team will provide a Hall Monitor who will be posted during the game at the entry door to the gym. Hall monitors are used to ensure kids are not allowed to run the hallways during the games and ensure that food and beverages are not brought into the gyms.	Teams designated as the HOME team will provide a Hall Monitor who will be posted during the game at the entry door to the gym. Hall monitors are used to ensure kids are not allowed to run the hallways during the games and ensure that food and beverages are not brought into the gyms.	Teams designated as the HOME team will provide a Hall Monitor who will be posted during the game at the entry door to the gym. Hall monitors are used to ensure kids are not allowed to run the hallways during the games and ensure that food and beverages are not brought into the gyms.
Standards of Conduct- Coaching Box	Coaches may stand and give instructions and encouragement to their players, but must remain in front of their bench and may not leave that area unless time has been called or there is a change in periods. Violations may result in a technical foul (2 points and the ball)	Coaches may stand and give instructions and encouragement to their players, but must remain in front of their bench and may not leave that area unless time has been called or there is a change in periods. Violations may result in a technical foul (2 points and the ball)	Coaches may stand and give instructions and encouragement to their players, but must remain in front of their bench and may not leave that area unless time has been called or there is a change in periods. Violations may result in a technical foul (2 points and the ball)
Standards of Conduct	Any coach who violates the rules of the OYBL, or conducts himself/herself in an unsportsmanlike manner will be subject to dismissal by a majority vote of the OYBL Board of Directors.	Any coach who violates the rules of the OYBL, or conducts himself/herself in an unsportsmanlike manner will be subject to dismissal by a majority vote of the OYBL Board of Directors.	Any coach who violates the rules of the OYBL, or conducts himself/herself in an unsportsmanlike manner will be subject to dismissal by a majority vote of the OYBL Board of Directors.



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3 v 3 Rules	<p>3 v 3 games will be played on half court. There will be two 3 v 3 games being played at the same time - one on each end of the court. At half time, home team players should be switched to the opposite end of the gym. Ball must be checked at the top of key to put it into play after all dead balls. The ball can be dribbled from the top of the key on a dead ball. (No out of bounds plays). Free backs. No Pressing. One referee for each 3 v 3 game. It is important that the coaches meet and make sure the match-ups for each 3 v 3 is of comparative abilities.</p>	Not applicable	Not applicable