

# DYTBL RULES – BOYS DIVISION

2019 – 2020

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

1. All games 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> 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. Effective 11/1/2019 - **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 and No Press Rule:**

- a. **3<sup>rd</sup> and 4<sup>th</sup> grade Divisions** – *Man to man defense is the only defense allowed the entire game.* Full court pressure may only be applied during the last minute of the 1<sup>st</sup> half and the last 2 minutes of the second half if there is not more than a 10 point lead.
- b. **5<sup>th</sup> grade Divisions** – *Man to man defense is the only defense allowed the entire game.* Full court pressure may be applied based on the following schedule;
  - 1) Prior to January 1<sup>st</sup> - Full court pressure may only be applied during the last 2 minute of each half if there is not more than a 20 point lead.
  - 2) After January 1<sup>st</sup> - Full court pressure may be applied the entire game as long as there is not more than a 20 point lead.
  - 3) If the press is broken, players must fall back to a man to man defense
- c. **6<sup>th</sup> 7<sup>th</sup> & 8<sup>th</sup> grade Divisions** – Any defense may be played. Full court pressure may be applied the entire game if there is not more than a 20 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 3 Full timeouts and 2 - 30 second 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

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## **5. Overtime:**

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

## **6. Free Throws:**

- a. **3<sup>rd</sup> grade division** – the player shooting free throws can step over the free throw line of a free throw.
- b. **4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> 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 25-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. 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](mailto:zakic.bball@att.net) within 24 hours, via e-mail describing circumstances.**

## **9. 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.

## **10. 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.

## **11. Game ball**

- a. Game ball shall be a 28.5, for 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> grade. Regulation size for 6<sup>th</sup> through 8<sup>th</sup> grade.
- b. Game ball may be provided by either team as agreed by both teams

**12.** 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.

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**13. *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.

**14.** 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.

**15.** 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.

***Have fun and help make an enjoyable experience for everyone involved***