

Edmonton Youth Basketball Association - Rule Modifications

All games are played under FIBA rules, with the following modifications that apply to every division within EYBA. Within the table the modifications are division specific.

- Each team must supply a minor official for each game to work as the table crew.
- Teams must have 5 players to start the game, if they do not, a forfeit is declared after 15 minutes. Exhibition game may be played if both coaches are willing to share players.
- Narrow key may be used if it is the only marking in the gym.
- If a game will exceed the allotted time - the referee will cut a segment or shorten the final quarter after notifying coaches and the table crew.

Modification	11U	13U	15U	18U
Team Players	4v4	N/A	N/A	N/A
Basketball	Size 5	Size 6	Boys Size 7 -- Girls Size 6	Boys Size 7 -- Girls Size 6
Basket Height	8 ½ foot basket	N/A	N/A	N/A
Foul Line	2 Feet in from the marked foul line	1 Foot in from the marked foul line	N/A	N/A
3-Point Line	No 3-Point Line	Where the line is marked; if multiple 3 point lines, use the closest line	Where the line is marked; if multiple 3 point lines, use the closest line	Where the line is marked; if multiple 3 point lines, use the closest line
Half Court Defense	Man To Man Only	Man To Man Only	Man To Man Only	Man to Man OR Zone
Full Court Pressure - BACKCOURT / Press Rules	No full court pressure	Man to Man OR Zone May double team in the back court, MUST retreat to man when ball crosses half No Full Court Press with 20 Point Lead for all divisions*	Man to Man OR Zone May double team in the back court, MUST retreat to man when ball crosses half No Full Court Press with 20 Point Lead for all divisions*	Man to Man OR Zone No Full Court Press with 20 Point Lead for all divisions*
Double Team Rules-FRONTCOURT	Can only double team offensive player inside the key , in possession of the ball.	Can only double team offensive player inside the 3 point line , in possession of the ball	Can only double team offensive player in possession of the ball	Can only double team offensive player in possession of the ball
	May not Double Team an offensive Player without the ball. (No Triple Team Ever, With or Without the Ball).			
Playing Time	7 x 3 min RUN time shifts per half = 2 x 21 Minute Halves (Last shift of 2nd half is Stop Time)	4 x 9 Minute Stop Time Quarters	4 x 9 Minute Stop Time Quarters	4 x 9 Minute Stop Time Quarters
Shot Clock	30 Seconds	24 Seconds	24 Seconds	24 Seconds
Time to Advance Ball to Front Court	10 Seconds	8 Seconds	8 Seconds	8 Seconds
Substitutions	Automatic Substitutions every 3 Minutes (See Rulebook for Details)	N/A	N/A	N/A
Screens	No Screens	N/A	N/A	N/A