

General Gameplay Rules

Section 6

- 6.1 EYBA is governed by the current FIBA rules, except where noted in “Exceptions” and “Gameplay Modifications” of the Rulebook. If a situation arises during the season that is not covered by FIBA or the Exceptions/Modifications, it will be addressed at the next scheduled meeting the Board of Directors as required. If the issue is an emergency and a decision needs to be rendered immediately, the Executive of the EYBA may make an interim ruling in consultation with the game officials.
- 6.2 FIBA RULES - <https://www.fiba.basketball/documents>
- 6.3 Modifications by age category – refer to Section 7
- 6.4 General Exceptions (apply to all divisions)
- 6.4.1 **Time Outs** - Teams are allowed one (1) in the first half and two (2) in the second half. Teams are allowed one (1) additional timeout per overtime quarter. Time outs not used in a half or overtime quarter are not carried over.
- 6.4.2 **Full Court Press** - No team may employ a full court press when they are leading by 20 points or more anytime during the game. Once ahead by 20 points the defense may only play defense in the half court. A warning will be issued for the first violation of this rule and subsequent violations may be penalized with a technical foul, issued to the Head Coach.
- 6.4.3 **Three Player Attack** - Teams shall only be allowed to attack the ball handler with at most two (2) players. If a third player enters the area and pressures the ball handler a warning will be issued for the first violation of this rule and subsequent violations may be penalized with a technical foul, issued to the Head Coach.
- 6.4.4 **40 Point Spread** - When one team is up by forty (40) points at anytime in a game, the losing team’s coach has the option of ending the game or continuing the game. If continuing the game, further scoring on the scoreboard will not be displayed. It is understood the proper score shall be reflected on the score sheet at the conclusion of the game.
- 6.4.5 **Uniforms** - Tee shirts are allowed underneath a player’s uniform. It is encouraged for players to wear tee shirts that match their jerseys; however, no player will be refused play because of their tee shirt color. Teams are required to either have reversible jerseys or two different colored jerseys to avoid games where the two teams are the same color, Pinnies are an acceptable alternative to an alternate colored jersey provided that there are enough pinnies for all the players on the team.
- 6.4.6 **Jewelry/Fingernails** - Prior to the commencement of the game the Referees and Coaches will check that Players are not wearing any jewelry and / or watches. As per the EBOA and Canada Basketball, there is no longer an exception for religious medals and/or medic alert medals. Fingernails must be trimmed to no longer than 1/8” past the end of the finger. Fingernails that are shaped to come to a point are prohibited.

- 6.4.7 **Medical Equipment** - Any required external medical equipment such as diabetic pumps, feed tubes etc are permitted to be worn without question as they are essential to the health and well being of the athlete. Equipment must be covered and or taped to ensure the safety of the athlete and their fellow participants.
- 6.4.8 **Shoes** – Players are allowed to wear two unmatching, different colored shoes if that is their only option.
- 6.4.9 **Warmup Time** – A Minimum warmup time of 3 minutes must be given to the teams. There must be at least 3 minutes between the end of the previous game and the beginning of the next game. Teams are encouraged to get ready to warmup as the previous game is ending.
- 6.4.10 **Starting the Game** - Each team shall have at least five (5) players dressed and listed on the score sheet five (5) minutes prior to the start of the game. Any team failing to provide at least five (5) players fifteen (15) minutes after the scheduled start will be permitted to start the game with four (4). The opposing team will also be required to field a maximum of four (4) players. The game will proceed in a 4v4 RUN time format until the 1st quarter ends.
- 6.4.10.1 In the event a 5th player is not available, at the start of the 2nd quarter, the game will end and be considered a forfeit by the team unable to field enough players. If a 5th player becomes available, the game will return to stop time starting in the 2nd quarter.
- 6.4.10.2 Teams repeatedly short the standard 5 players may be fined up to \$100 and could be removed from the schedule.
- 6.4.10.3 If a team begins a game with 5 players and a player fouls out, that team will still be allowed to continue the game with as many remaining players as they have.
- 6.5 Overtime
- 6.5.1 During the seeding round and regular season there shall NOT be any overtime. A game tied at the end of regulation time shall be recorded as a tie.
- 6.5.2 Tournament play and EYBA Playoffs may involve either single or double elimination games, or round-robin play followed by Semi-Finals and Finals. The determination of the format of the EYBA Playoffs shall be made by the Executive Director in consultation with the EYBA Executive.
- 6.5.3 In round-robin tournament play or the round-robin portion of the City Playoffs there shall NOT be any overtime. A game tied at the end of regulation time shall be recorded as a tie.
- 6.5.4 In all Tournament or EYBA Playoff games that are not part of a round-robin, and where a winner must be decided, a tied game shall go into overtime. Overtime period will be 5 minutes. The first 4 minutes of all overtime shall be running time with the clock stopped only for time-outs or injuries. The last minute of overtime will be stop-time. If the score is tied at the end of the 1st overtime, the game shall continue in a second overtime until the tie is broken by the first team to score four (4) points or three (3) minutes stop time, whichever one occurs first. In the event the score is tied at the end of the 2nd overtime, the

game shall continue in a third overtime until the tie is broken by the first team to score one (1) point.

6.6 Tie-Breakers

- 6.6.1 Tie breaker rules used by the EYBA in determining team placement in tournaments and playoffs are as follows:
- 6.6.2 *Please note that every rounds stats stand independent from one another.
- 6.6.3 Head to head games results and the team with the best record advances.
- 6.6.4 The ratio of points for divided by points against using games only between teams involved. (i.e. the teams that are tied)
- 6.6.5 If still not settled, then the points for / against ratio involving all teams in the division or pool.
- 6.6.6 If still not settled, then the most points scored by a team during that specific round of pool play against all teams.
- 6.6.7 If still not settled, then the lowest points against by a team during that specific round of pool play against all teams.
- 6.6.8 If still not settled a coin toss will be used.
- 6.6.9 The above sets out the ways ties are broken in EYBA play. The computer program EYBA uses to facilitate its program is not a deciding factor if it does not comply to the above.