



RULES & REGULATIONS

Sea Bears Youth League - Ages 11-14

QUICK REFERENCE GUIDE FOR REFEREES

- 5 MINUTE MINIMUM WARM
- 3 x 10 MINUTE QUARTERS *STOP TIME*
- 5 MINUTE HALFTIME
- 4th QUARTER WILL BE TARGET SCORE (7 PTS ADDED TO LEADING SCORE)
- 3 FULL TIME OUTS; MAX 2 TIME OUTS PER HALF
- 30 SECOND SHOT CLOCK FOR AGES 13 AND 14
- 10 SECOND BACKCOURT
- NO ZONE DEFENSE AT ANY TIME - MAN TO MAN ONLY
- NO PRESS OR TRAPPING UNTIL THE 3rd QUARTER, UP TO A 15 PT LEAD
- INSIDE 3 POINT LINE FOR ALL DIVISIONS

GENERAL RULES

All games will be played under the current FIBA rule system with the following exceptions:

- All games will consist of 3 x 10 minute quarters, 4th quarter will be target score, add 7 points to the leading teams score.
- 30 second shot clock for ages 13 and 14, which will be kept by the officials.
- No shot clock for ages 11 and 12.
- Hoops will be at 10' for all ages.
- The official game size basketball is 28.5 (size 6)
- No Running Time: If there is a team leading by more than 20 points at the start of the 3rd quarter, the scorekeeper will not update the scoreboard. Game will continue as stop time and the scorekeeper will track the score on the sheet only.
- Teams are to provide their own warm-up balls for the games, Peg City will provide game balls.
- Each team will be given a minimum of 5 minutes to warm up and 5 minutes for halftime.
- Each team is responsible for cleaning the bench area after games.
- The game site will normally have a facility supervisor. Please direct all questions, comments, or concerns to this individual. If this person is unavailable send all inquiries to info@pegcityball.ca

TIME OUTS

Each team will have THREE 60 second timeouts per game. A maximum of TWO timeouts can be used per half.
Each team will have one timeout in a five minute overtime period

PLAYERS

Players may play for only one age divisions. A player may play up an age division for a maximum of 3 games and must be on a team from the same district. Once a player has played up for 3 games they must choose which team they would like to remain on for the remainder of the season.

To be eligible for the Championship Tournament a player must have played in 4 regular season games for that team. Players may only play on one Championship Tournament team.

ZERO TOLERANCE

There is a zero tolerance policy in effect for the treatment of Peg City staff (Referees, Scorekeepers, Statisticians, etc.). If it is found that an individual(s) has been abusive (verbally or physically), he/she will be asked to leave the venue and will not be permitted to return for that session as well as all other Peg City activities and events.

FIGHTING & EJECTIONS

(Coaches and Players) The first time an individual participates in a fight/ inappropriate incident or gets ejected (2 technical fouls) in a game during the PCYBL season, the individual shall be suspended from participating in the team's next PCYBL regular season and/or playoff game.

The second time an individual participates in a fight/ inappropriate incident or gets ejected (2 technical fouls) in a game during the PCYBL season, the individual shall be suspended from participating in the team's next TWO PCYBL regular season and/or playoff game.

The third time an individual participates in a fight/ inappropriate incident or gets ejected (2 technical fouls) in a game during the PCYBL season, that individual shall be suspended for the remainder of the PCYBL regular season and/or playoffs and may/may not be able to participate in future PCYBL seasons.

ELIGIBILITY AND PROTESTS

All protests must be submitted in writing to the PCYBL. Teams being protested (based on concerns over the eligibility of players) must produce a legal birth certificate. A final decision will be made by the PCYBL administration and will not be subject to any further discussion. Proof of eligibility (birth certificate or passport) must be produced in the event of such a protest.

Man-to-Man guidelines:

- Off-ball defenders must guard an opposing player unless they are rotating to help, the rule of thumb is 2 arms lengths away from the person they are guarding when on ball or when one pass away.
- Off-ball defenders that are 2 passes away are allowed to sag to being one foot at the key. When the ball is moved this defender must react.
- Off-ball defenders can not wait in the key as a help side defender if their check is more than 2 arm's length away from being in the key
- Off-ball defenders can rotate to help when on ball defender is beat
- Please note an off-ball defender can leave their check to double-team the ball only in the 4th quarter when trapping and pressing is allowed.
- The on-ball defender can not sag into the key, and must also stay within 2 arm's length of the player they are guarding.
- No triple teaming outside of key

*The offending team will be given one warning then assessed an indirect technical foul for each subsequent offence.