

2025-2026 YCBAA Rules & Regulations

Article 1– Inclement Weather Policy / Cancellation Policy

1. If York County is under a “**winter storm warning**” at any point during the day, all the YCBAA games will be canceled.
2. If school is canceled or dismissed early due to weather conditions all YCBAA games at that location will be canceled.
3. If a team fails to show for a game that has not been canceled they will be responsible for the **entire** game fees and they will need to be paid to the YCBAA within seven days.

Article 2 -- Scorebook

1. The **home team** is responsible for a timekeeper, game ball and first aid kit. Both teams are responsible for a scorekeeper, but the home team is the official book. **The timekeeper and scorekeeper must sit together during the game (this is a must do, scorebooks will be at the table)**

Article 3 – Coaches Responsibilities

1. **Head coaches may stand during the game.** Assistant coaches must remain seated unless calling a timeout or giving instructions to their team but must be seated directly after instructions have been given.
2. Be sure players check in to the scorer's table and wait until the referee tells them to enter the game.
3. To supervise the conduct of their team at all times.
4. To have their team ready to play at the designated time.
5. To properly fill out the scorebook listing all players' correct name and numbers; listing team name, proper league, and division. First initial and full last name must be used in the scorebook.
6. Both the home and the away team will be responsible for reporting their team scores using the TeamSideline link that they will get after the game has ended.
7. Coaches are allowed to call time out from the sidelines.
8. To disallow unsolicited spectator assistance.
9. Forfeited games – no fees will be paid at the time of the forfeit. The winning coach will contact his/her coordinator who will in turn report this forfeit to the league. The officials of that game will report the forfeit to the Referee Coordinator, who will also report this to the league, who will in return issue a check to those officials. After which the forfeiting area will then be invoiced for those fees. The organization with the forfeiting team will reimburse YCBAA within thirty (30) days; or before playoffs.
10. Games where Cheerleaders perform during halftime will be as follows: a. The Cheerleaders will get three (3) minutes to perform (not to exceed (3) three minutes, time out for the players will

then begin at the end of their performance. b. It is recommended that all Cheerleaders remain on the bench or in the end zones during the game.

11. Coaches will be responsible for holding a pre-game meeting with the officials/home and away teams prior to the start of the game to discuss age group and any special rules/concerns prior to the start of the game.

12. Coaches will be required to sign the YCBAA "Coaches Code of Ethics" before the game season begins. All signed forms will be turned into the YCBAA.

Article 4- Team Divisions:

3-4 Grade Divisions:

1. PIAA rules will be used with the following exceptions:

- a. They will play two (2) twenty (20) minute halves.
- b. Game will be played with a running clock. The clock will stop on a dead ball in the last two minutes of each half and the last minute of each overtime period.
- c. Half time is three (3) minutes.
- d. They use a 28.5" women's basketball.
- e. Each team has 4 full (1) one minute time outs to use per game.
- f. Overtime will be 3 minutes, until a winner is determined. The clock will stop during the last 2 minutes of OT. Each team will receive one extra timeout for each overtime period played.
- g. A mercy rule will be in effect once a team is ahead by 20 points or more in the game. If the lead reaches 20 points at any time, the clock will remain running for the rest of the game including foul shots and time outs. The score will be removed from the board but will continue to be kept correctly in the score books.
- h. If a coach is suspected of playing a zone defense, they will receive a warning; a second warning will result in a Technical for the team. Third warning will result in a forfeit of that game.
- i. Defenders will be required to drop back inside the 3-point arc until the ball crosses half court. Once the ball is in the front court, defenders may pick up their player anywhere in the frontcourt. Only exception is if the offensive team is making a clear attempt at a fast break.
- j. Man-to-man defense is required. The defense may double/triple/quadruple cover the ball handler (*inside the three point arc*). If not covering the ball handler, the defender must be within 3-6 feet of their assigned player provided the offensive player is within the 3-point arc.
- k. Three Point field goals are not allowed (counted) in the 3/4 Division***
- l. There will be no press in the 3/4 Grade division***

2. Junior Division (Includes all 3/4 Grade Girls Teams):

- a. Foul shots:

- i. Foul shots will be taken from around the 12 FT mark or second marked lane line from the free throw line. Shooter's momentum may carry them over the line. Shooter may not continue toward the rim for to rebound until ball touches the rim
- ii. Since Players will be shooting foul shots from the bottom of the circle, players will be allowed in the spot under the basket.
- iii. Bonus fouls shall start at the 7th foul per half. When a team reaches the bonus, they will shoot two foul shots. There will be no "1 and 1" shots.

3. Senior Division:

- a. Shots will be taken from the 12 foot line or back, but may not jump over the line. Rebounding players will line up starting in the spot under the basket.
- b. Bonus fouls shall start at the 7th foul per half. When a team reaches the bonus, they will shoot two foul shots. There will be no "1 and 1" shots.

5-6 Grade Divisions

A. PIAA rules will be used with the following exceptions:

- a. They will play two (2) twenty (20) minute halves.
- b. Game will be played with a running clock. The clock will stop on a dead ball in the last two minutes of each half and the last minute of each overtime period.
- c. Half time is three (3) minutes.
- d. They use a 28.5" women's basketball.
- e. Each team has 4 full (1) one minute time outs to use per game.
- f. Overtime will be 3 minutes, until a winner is determined. The clock will stop during the last 2 minutes of OT. Each team will receive one extra timeout for each overtime period played. (Junior division: full court pressing will be allowed during the final 1 minute of each OT period)
- g. A mercy rule will be in effect once a team is ahead by 30 points or more in the second half. If the lead reaches 30 points at any time in the second half, the clock will remain running for the rest of the game including foul shots. The score will be removed from the board but will continue to be kept correctly in the score books.
- h. Three Point field goals ARE allowed (counted) in the 5/6 Division for boys and girls

B. Junior Division (Includes all 5/6 Grade Girls Teams):

- a. Man-to-man defense is required. The defense may double/triple/quadruple cover the ball handler. If not covering the ball handler, the defender must be within 3-6 feet of their assigned player provided the offensive player is within the 3-point arc.
- b. Foul shots will be taken from the regulation foul line, but may step over the line after the release of the ball. The shooter may not continue toward the basket to get a rebound until the ball hits the rim.

- i. Bonus fouls shall start at the 7th foul per half. When a team reaches the bonus, they will shoot two foul shots. There will be no “1 and 1” shots.
- c. Full court pressing will only be allowed in the last two minutes of the game.
 - i. If a team is up by 15 or more points they cannot press.
 - ii. Defenders will be required to drop back inside the 3-point arc until the ball crosses half court. Once the ball is in the front court, defenders may pick up their player anywhere in the frontcourt. Only exception is if the offensive team is making a clear attempt at a fast break.
- d. If a coach is suspected of playing a zone defense, they will receive a warning; a second warning will result in a Technical for the team. Third warning will result in a forfeit of that game.

C. Senior Boys Division:

- a. Zone defenses are allowed.
- b. Foul shots are taken from the regulation foul line:
 - i. Players must remain behind the line until the ball hits the rim.
 - ii. Bonus fouls shall start at the 7th foul per half. When a team reaches the bonus, they will shoot two foul shots. There will be no “1 and 1” shots.
- c. Full court pressing is allowed all game.
 - i. If a team is up by 15 or more points they cannot perform a full or half-court press. Defenders will be required to drop back inside the 3-point arc until the ball crosses half court. Once the ball is in the front court, defenders may pick up their player anywhere in the frontcourt. Only exception is if the offensive team is making a clear attempt at a fast break.

7- 12 grade Divisions

- 1. PIAA rules will be used with the following exceptions:
 - a. They will play two (2) twenty (20) minute halves.
 - b. Game will be played with a running clock. The clock will stop on a dead ball in the last two minutes of each half and the last minute of each overtime period.
 - c. Half time is three minutes
 - d. Each team has 4 full (one minute) time outs to use per game.
- 2. Overtime periods will be three minutes. Overtimes will continue until a winner is declared.
- 3. A mercy rule will be in effect once a team is ahead by 30 points or more in the second half. If the lead reaches 30 points at any time in the second half, the clock will remain running for the rest of the game including foul shots and time outs. The score will be removed from the board but will continue to be kept correctly in the score books.
- 4. No full court press if a team is up by 15 points or more. Defenders can meet the ball handler at half-court and are not required to drop back to the 3 point arc. Only exception is if the offensive team is making a clear attempt at a fast break.

5. Bonus fouls shall start at the 7th foul per half. When a team reaches the bonus, they will shoot two foul shots. There will be no “1 and 1” shots.

Article 5– Floater Rules

1. Player’s may “float” upwards within their organization but never downward or laterally. Floaters shall be so noted on all game rosters by an asterisk (*) next to his name, and the opposing coach shall be notified, prior to the start of the game.

2. A player cannot be floated into a game having eight (8) or more team roster players present for the game. A team with five (5) or more team roster players in attendance may not enter floaters in the first eight (8) minutes of the first half and the last eight (8) minutes of the second half. They may also only place floaters in during over time if there are no longer enough eligible rostered players.

3. In case of an injury or foul-out situation, an eligible floater could be used at any time during said player is not able to participate (in case of injury only, foul-out situation allows floater to participate until game end)

4. There is no lateral floating in any age group other than 3-4-grade division and only if no K-2 teams exist.

5. Teams in K-2 can float laterally, if they have 6 or less regular roster players.

6. If a coach knowingly violates this rule that coach will receive a fine for the first offense of \$50.00 and a repeat offense will result in a suspension for the remainder of the season.

7. The floater rule shall not be allowed during tournament (playoff and championship) play.

8. No floater can play more than a roster player except, in the case of injury, foul out or discipline situation.

9. A roster may only have a max of 8 players on a roster when using any floaters for the roster.

10. A roster cannot have more floaters than original players.

Article 6– Fouls, Suspensions and Ejection

1. A technical foul may be given at the discretion of the referee if, after one warning, if any team does not adhere to the defensive rules stated previously. This will be considered a team technical foul.

2. A technical foul against a player is also a team foul.

3. Any player/coach that receives 2 technical fouls in a game is suspended for the remainder of that game and must sit out the next game.

4. Any player/coach that receives a flagrant foul is suspended from the remainder of the game and the next game– the player/coach is not even allowed in the gym.

5. Any player/coach that gets 3 technical fouls in a season is suspended for the remainder of the season.

6. The league at the rate of \$20.00 per technical will fine coaches that receive a direct technical. A coach receiving a second direct technical will receive a game suspension of two games and a review by the YCBAA Board Review Panel. Any additional direct technical given will result in a season suspension, which can be carried over to the following season. A bench technical is considered an indirect technical.

7. Technicals must be reported in the following fashion:

- **Player name, first initial and last name**
- **Team the player is on,**
- **Date and time of game,**
- **Player jersey number.**
- **Technicals must be reported to the area representative who will report the technical to the league secretary.**

Failure to do so will result in a fine to the reporting area of \$50.00.

8. Any player, coach, spectator caught vandalizing any property, participating in a fight or brawl on the premises will be subject to suspensions after being reviewed by the YCBAA Board.

9. Ejection from a game will cause a player/spectator to be ineligible for the next game.

10. Any player or coach that is ejected from a game must leave the facility, he/she CAN NOT be present for the next game.

11. Any team that plays an ineligible player will forfeit of that game.

12. An attempt to interfere with the referee(s) during or after a game will receive disciplinary action by the YCBAA Board.

13. If a coach, player, or spectator shall touch or verbally abuse the official, he/she shall be subject to one game suspension. The suspension can be reviewed by the YCBAA Board and amended, if so deemed.

14. The above rule also includes parent, spectator, player, and coaches' behavior before, during and after all games.

15. All ejections must be recorded in both scorebooks and must also be recorded at the scorer's table on the score sheet. All ejections MUST also be reported to the area coordinator and to the Referee Coordinator.

16. If the action of any player, spectator or Coach warrants additional action, the President of the League will appoint a disciplinary committee. This Committee will include the President and at least 2 other Board members, not to exceed five members.

Article 8– Referees

1. Referees have full control of the game.

2. An organized referee coordinator will be hired by the YCBAA Board for the games.

3. All grade divisions will have two (2) referees per game (assigned), when possible.
4. The referees and the home team coordinator/and or coach have the authority to clear the gym of any people not conducting themselves in a sportsmanship like manner.
5. We will utilize three person officiating during tournament play as the YCBAA boards and its representatives see fit.

Article 9– Tournament

1. At the conclusion of the regular season, there will be a play-off for the Senior and Junior Divisions.
2. There is no play-off for the K-2 Division.
3. Medals will be handed out on the last day of the tournament.
4. Tournament and Championship protest must be presented at the conclusion of the game, but prior to the start of the next scheduled tournament game, for the teams involved in the protest. The YCBAA Representatives present will handle all play-off and championship game protest on site. Tournament protested will be handled prior to the next scheduled tournament game for the team involved in the protest.
6. The floater rule shall not be allowed during tournament play.

Article 10– Tournament Seeding

1. The YCBAA Board will decide the number of teams per division depending on number of teams participating in the division. Area Representatives will be responsible for communicating playoff seeding.
2. Team Tie Breakers- Between two teams:
 - Head to head competition will be used to determine seeding in the event of a tie.
 - Point differential from head to head games will be used.
 - Next, it will go to who has the most wins against common opponents,
 - Then point differential with common opponents.
 - If no winner is yet to be determined, the board will conduct a coin flip.
3. Team Tie Breakers- Between more than two teams:
 - a. Once it is down to two teams, it reverts to the two team tie breakers
 - The team that has the most wins out of the tied teams (head to head),
 - Then point differentials during the head to head games.
 - The league will then look at overall league point differential
 - Lastly a team will be pulled from a hat

Article 11– Definitions

1. Full court press - guarding players while possessing the ball in the back court, stealing the ball from a player while under control in the back court, or stealing a ball being passed between two players who are both in the back court.
2. Man to man – while on defense the defensive player must guard a man and not an area. The defensive player should be within 3 to 6 feet from the player they are guarding. The defensive player may leave their person to provide help side defense on the ball, but must return to a man when the offensive player gets rid of the ball. The defensive team MAY double-team the man with the ball but the defensive players not in the double team must guard a person not an area. The defensive team does not have to guard a person that is positioned outside the three-point line.
3. Direct technical – a technical given to the coach for his behavior towards officials, players or other team. Some examples include but are not limited to arguing with officials, using profanity.
4. In Direct Technical – a bench technical for player's jersey numbers not matching the book, having 6 players on the court.

Article 12– Forfeiture A forfeit will be granted under the following conditions:

1. A team will forfeit all contests in which an ineligible player has participated. The opposing team will be credited with the win.
2. Teams should be at their gym 15 minutes prior to game time as we will start early if possible. There will be at least a 3 minute warm-up prior to the start of a game.
3. If a team is not at the gym, ready to play (have at least 5 players, scorebook ready with names and numbers), within 5 (five) minutes after their scheduled game time, the officials shall consider the game a forfeit.
4. If both teams fail to appear within five (5) minutes after the scheduled starting time of the game, both teams will be credited with a loss in the league standings and will split the cost of the officials.