

1. Game Length Game length will be four (4) 8 Minute running clock quarters.
Clock will stop only for injuries and timeouts.

Scores will not be kept. This purpose of this league is for developmental purposes.

2. Overtime No overtime in this league.

3. Warm-up 5 minute pre-game, 5 minute half time unless reduced by site coordinator.

4. Timeouts 3 timeouts per game

5. Playing Time **Each player must play 2 full quarters from beginning until end of each quarter, each player must sit one full quarter from beginning until end of quarter.**

Exception, if one team has 6 or less players at start, then sitting one full quarter is suspended for both teams.

This league is designed to teach fundamentals, rules and team play.

Please have your players play equal amounts as possible.

6. Wristbands Each player wears a wrist band to match-up with opponent. Please have your best players wear lighter bands.

7. Offense Plays should be designed to incorporate all five players. Create situations to encourage spacing, screening & cutting.

8. Defense Basic man-to-man defense. Each player should guard a player with corresponding wristband. Please have best players guard each other. Help defense is allowed after player is beaten.

8a. Steals No on ball steals are permitted, only steal passes.

8b. Press No press allowed.

9. Goal Height 8 feet.

10. Free Throws At the end of game each player will shoot one free throw.

11. Referees One league referee with help of Asst. Coach from each team. Goal is teaching and improving.

12. Conduct Deliberate action by a player which could result in injury to another player shall be a two shot technical foul, removal from the game, and referral to the PYBL disciplinary committee.
Profanity, inordinate displays of temper, and other unsportsmanlike contact will result in technical fouls, removal from the game, and referral to the PYBL disciplinary committee for removal as coach.

Other Rules Any rules not described above shall be interpreted according to IHSAA National Fed Rules for 2013-14.