

U12 GAME RULES 2018

FIBA rules are to be followed except for the following VEMBL exceptions:

- Players should be dressed and, on the court, when captains are called.
- Coaches should complete the line-up given to them by the score keeper and should have their fair-play lineup prepared prior to the game.
- All games must have 5 players to begin the game (games can be played with 4 players against 4 players if mutually agreed by the coaches).
- There will be two 20-minute halves which are divided into 4 five-minute periods of straight time, exception being the last 2 minutes of the 8th period - which is stop time; half-time is 3 minutes.
- During the first 7 periods, a **substitution** will occur only at the end of the 5-minute period unless required due to injury or illness. Prior to an injury, if a player plays more than 3 minutes of his shift, it will be considered his/hers. If a player enters the game prior to the 3-minute mark of a period, it will be considered his/her shift (plays more than the final 2 minutes of a shift).
- Open substitution will only be permitted in the eighth and final five-minute period of the game as well as any overtime periods. This period shall not be included as a player's fair play shift.

VEMBL is very strict about our Fair Play Rules and coaches and referees are to ensure that playing time is shared equally: No player may be played greater than one shift more than any player at ANYTIME during the game (excluding the 8th period)

NOTE-if a player is late entering the game, coaches are not to "make up" the turns missed by the late player but will assign the average number of turns to the late player.

- **Timeouts:** During a game, each team receives:
 - Two 60-second timeouts in the first half.
 - Three 60-second timeouts in the second half. Note: Only two timeouts will be granted in the last two minutes of a game. Coaches must therefore use one timeout before the last two minutes of the game; otherwise they effectively "lose" that timeout.
 - Any unused timeouts do not carry over into overtime periods. One timeout per overtime period is granted.

***As per FIBA regulations**

Timeouts must be asked for at the control table before a dead ball situation but may be granted by an official if the table is not quick enough to react (officials discretion). As per FIBA regulations, a timeout called in the final 2 minutes of the game shall result in the ball being moved to $\frac{3}{4}$ court.

- Because a shot clock is not used, a player cannot maintain dribble control of the ball for more than 5 seconds without making an attempt to drive to the basket or pass the ball; the team cannot maintain the basketball for more than 3 possessions without making an attempt to drive/score a basket.
- **Man-to-man defense is enforced** the entire season (see appendix A).
- During the first 7 periods of the game, **half-court defense** is enforced all year. Once the ball has changed possession the defending team must retreat behind the center line and they cannot cross this line until the opposing team passes or dribbles the ball across the center line. During the eighth (8th) period, full court man-to-man defense is allowed if the score is within 15 points.
- **Foul shooting:** Player will be awarded 1 point, then take 1 shot. The player will be awarded 2 points if the player scores the basket when he is fouled (those points will count towards the players total), (1 foul shot and 2 awarded points) and the team retreats behind the center line. Once a team reaches the 7th foul, all subsequent fouls in the half are worth 2 points to the other team. (Teams retreat beyond center line). Clock will stop to allow players to align and will start again when the referee gives the player the ball.

- There is a **cap** of 10 points per player per game (max 5 baskets or foul-awarded points); exception is a player at 9 pts will have his next basket count to a maximum of 11 points. Once maxed, if a player is fouled and awarded foul shots these points are not counted. Once maxed, if a player is fouled on the floor in a penalty situation, the team shall be awarded an automatic two points.
- Three-point shooting is not counted and not encouraged.
- Once the score has reached a difference of 15 points, scores are kept on paper but are not reflected on the scoreboard; as the teams score points, the true score is reflected on the score clock; the final score will not be shown to the participants.
- The score keepers score is not arguable by teams or parents.
- Up until Christmas break, referees will be explaining violations/fouls to players during game play to help with the learning process.
- Two technical fouls awarded to a player or coach will result in immediate expulsion from the game and the gym and a one-game suspension; subsequent double techs are the discretion of the discipline committee
- A flagrant foul of any type will result in an immediate expulsion from the game and gym and a three-game suspension; any subsequent flagrant fouls is league expulsion (reviewed by discipline committee).

Appendix A

ZONE DEFENSES ARE NOT ALLOWED

- No zone (player-to-player) will be enforced based on the criteria for calling the game as per FIBA rules and that includes advantage/disadvantage, control of the game, integrity of the game, game flow and spirit and intent of the rules. The ‘Characteristics of No Zone’ are provided as guidelines for coaches, players and officials. It is not inclusive / encompassing.
- The implementation of this takes the collaboration of the coaches, with the training and experience of the officials; this will constantly improve its enforcement.

Characteristics of Player to Player

- When the ball crosses half, the defense should apply ball pressure while trying to maintain the gap and change of direction against the ball handler (i.e. defenders cannot be “waiting” in the key for their check once the ball crosses center line, into the front court).
- Defenders should be within an arm’s length of their check if on the ball side (strong side) and just outside of the key if defending weak side (not ball side) – defenders sagging into the key and in contravention of the above points are not considered to be playing player-to-player
- In off the ball situations, players should stay near their check (player they are defending) while seeing the ball and staying between their check and the basket.
- Defender should be aware of their check’s position and mimic their check’s movement when in a “help” position. Defender should be moving in relation to their check as opposed to the ball
- Players should be beaten by their check prior to the permitted one help defender coming.
- Players shall be moving with their check and beaten prior to switching.
- There should be no double teams.