

## U14 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 8<sup>th</sup> 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 8<sup>th</sup> 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).
- **Until Christmas**, during the first 7 periods of the game, **half-court defense** will be enforced. However, during the eighth (8th) period, full-court man-to man-defense is allowed if the score is within 15 points. **After Christmas**, **full-court man-to-man defense** will be allowed, unless the lead is more than 15 pts.
- **Foul shooting:** Foul shooting is used and movement in the key is upon ball release. The players from each team are to line up at the "straight" key, starting above the large blocks. \* Time will stop for the first free throws, and restart after the first shot is taken (upon the referee handing the ball over for the 2<sup>nd</sup> FT).

- There is a **cap** of 12 points per player per game (exception is a player at 11 pts will have his next basket counted to a maximum of 15 pts (fouled on a 3-pts shot)). Once maxed, if a player is fouled on the court in a penalty situation, he will be allowed to take his free throws, and any made baskets will be awarded to the team. A maxed player that is fouled in the act of shooting will not receive any free throws, but the offensive team will retain possession of the ball.
- If a team has 7 or fewer players available to play, player point totals will be calculated by # of players divided into max points allowed if all players on roster maxed out. (total / # of players).
- Three-point shooting is counted.
- 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.