

***New Jersey Membership and  
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**League Guidelines  
for**

***New Jersey YMCA  
Basketball League***

**2008-09**

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**October 14, 2008**

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# YMCA

**We build strong kids, strong families, strong communities.**

*New Jersey Membership and Program Network*



## New Jersey YMCA Basketball League



Website address: <http://www.njymcabasketball.org>

<p><b>2008-2009 Season Make-up</b></p>	<p>By <b>Tuesday November 11</b> each YMCA basketball program director must notify the league director, Tal Jones at <a href="mailto:talj@wyckoffymca.org">talj@wyckoffymca.org</a>, of how many teams they are entering in the league and which conference each team is expecting to play in.</p> <p>Each YMCA basketball program director is responsible for setting up their game schedule with the other YMCA's in their conference. To facilitate game scheduling, a <b>MANDATORY scheduling meeting will be held November 21, 2008 at 10:00AM at the Raritan Valley YMCA, 144 Tices Lane, East Brunswick, NJ 08816</b>. To prepare for this meeting it is important for those participating to bring their available dates and times for home game play in their facility and to also know any dates that their team will not be able to play an away game. Sub-division formats, if needed, will be decided at the scheduling meeting. Scheduling should be completed by <b>November 24</b>. By that date send to the League Website Editor all game schedules so that they may be posted on the league website. Also by that date, YMCA's that are new to the league should send to the League Website Editor the directions to their home game facility so they can be posted on the website.</p> <p><b>Game Season:</b> December 5, 2008 - February 27, 2009.</p> <p><b>State Tournament-</b> New Jersey YMCA Tournament: Week of March 2 – March 8, 2009 Final 4 Tournament: March 8, 2009. The season will culminate in a statewide 12A, 12B, 14A, &amp; 14B Conference tournament. The state tournament will use a modified double elimination format. Initial rounds of the tournament may be played at YMCAs in the league. The final rounds of the tournament will be played at Riverwinds and the Gloucester County YMCA for the 14A and 12A conferences and at the Wyckoff YMCA for the 14B and 12B conferences.</p>
<p><b>Age Requirements</b></p>	<p><b>Age Determining Dates/Grade Exception Rule:</b></p> <p>No one younger than 10 years of age may play in the League without the permission of the League Director.</p> <p>To qualify for the 12 &amp; Under conferences, players must have a birth date on or after September 1, 1996.</p> <p>To qualify for the 14 &amp; Under conferences, players must have a birth date on or after September 1, 1994.</p> <p>September 1, 2008 shall be the determining date for the age of the competitor for all league games and the state championship. The only acceptable documentation for proof of age is a copy of the players government issued birth certificate or a copy of the player's passport. Eligibility to participate is based first on the age determining date. The grade of the athlete is not a consideration if the athlete meets the age determining date. An athlete who does not meet the age determining date may qualify under the grade exception rule.</p> <p><b>Grade Exception Rule:</b> Players participating under the grade eligibility exception must present a birth certificate <u>and</u> confirmation of grade level in the form of documentation from the school of the player (see website for Grade Exception form). If the Grade Exception form is not used then other allowable forms of documentation are school documents that have the name of the school and the player's name, age, and grade level on it such as: report card, class schedule, or signed documentation from the administration of the competitor's school attesting to the player's grade.</p>

	<p>NOTE: Grade level is determined by player's grade on November 1, 2008. The player must be in the same grade as that age/grade division requires (Ex. - 12U/6th Grade, 14U/8th Grade, etc.) and no more than one year older than the age determining date for that grade level. <b>A team may not have more than 1 player who is up to one year older and in the appropriate grade. In addition, that team may not have more than 2 other players in the appropriate grade who qualify by being no older than the June 1<sup>st</sup> date of the qualifying year.</b></p> <p><b>Age Protest</b></p> <p>If there is reason to believe a player does not meet the age requirements a coach through their YMCA's Program Director can file a protest to the League Director. Once received the League Director will notify the director of the player in question. The player and YMCA Director will then have 1 week to submit additional proof of age and grade status. The additional documentation required must be the grade exception form that has been signed by a school administrator or an official school document that has both the player's age and birth date on it. If determined to be ineligible the team using the ineligible player will forfeit all games the player played in. <b>All age protests must be submitted by Jan. 31 2009</b></p> <p><b>Documentation Due Date</b></p> <p>Official team rosters with all player's birth certificate copies and grade exception form copies must be submitted at the MANDATORY preseason All Teams Scrimmage on November 15 and 16 2008 but no later than the league scheduling meeting on Nov. 21 2008 for any late arriving documents.</p>
<p><b>Participant, Coach, and Spectator Conduct</b></p>	<p>It is the expectation of every person involved in the NJ YMCA Basketball League (coaches, players, parents, spectators, and officials) to conduct themselves in a manner consistent with the YMCA Youth Sports philosophy, to ensure a positive experience for all.</p> <p>In this spirit, coaches of teams who are beating another team by 20 points or more should use good sportsmanship, respect and common sense and have their team ease up, stop running fast breaks, no 3-point shots, pull the defense inside the 3-point line and reduce the number of starters on the court if able. Referees will be required to have the winning team stop any full court pressing. Full court pressing would be allowed should the losing team come back and reduce the margin to less than 20 points.</p> <p>Any situations not covered by these rules shall then be governed by the Rules That Govern YMCA Competitive Sports as published by the YMCA of the USA.</p>
<p><b>Qualifying Teams and Team Member Restrictions:</b></p>	<p>Official team rosters with all players' birth certificate copies and age exception form <u>copies</u> must be submitted at the mandatory preseason All Teams Scrimmage on November 15 and 16 2008. No adjustments to the official roster may be made after that date. A copy of the roster team form may be downloaded at the league website at: <a href="http://www.njymcabasketball.org">www.njymcabasketball.org</a>.</p> <p>In order to more accurately determine whether a team should play in the A or B conference, all teams will be required to participate in the preseason All Teams Scrimmage held at the Newark and Wyckoff YMCAs. All 14's teams must go to the Newark YMCA on November 15 2008 and All 12's teams must go to the Wyckoff YMCA on November 16 2008. At each site there will be an evaluating committee that will observe the teams as they play in a series of scrimmages. At the conclusion of the day they will vote on each team's placement in the A or B conference. Their decision is final and the team must play in their appointed conference for the season.</p> <p>Teams can be made up of male and female players. There may be an opportunity for a female only league with enough interest.</p> <p>There will be a non refundable league entry fee of \$275.00 per team which is for participation in the season and league tournament (since the number of teams participating is yet to be determined there may be further costs to pay for the site for which a surcharge may be applied). <b>The entry fee will be due no later than January 15, 2009</b> made payable to the Montclair YMCA (send checks to attn: Ked Novembre, Montclair YMCA, and 25 Park St., Montclair, NJ 07042). Entry fees not</p>

	<p>received by that date will result in the immediate disqualification of the team and forfeiture of any games that they may have played prior to that.</p> <p>All teams must play at least one each home and away game against the other YMCA teams that are in their conference (or division if the conference has divisions) in order to be eligible for the state tournament.</p> <p>All team members must be bona fide annual YMCA members of the YMCA that they play for. YMCA membership is determined by the membership policy of each individual YMCA. The YMCA's Executive Director will sign off on the team rosters verifying membership.</p> <p>Players from one YMCA may appear on the roster of only one team should that YMCA field more than 1 team.</p> <p>If a player leaves his/her original YMCA team, he/she cannot play on any other team for another YMCA in any other division in that same season.</p>
<p><b>Team Structure:</b></p>	<p><b><u>"A" Teams:</u></b> "A" teams may consist of any number of players and must qualify in the age and, if need be, grade requirements.</p> <p><b><u>"B" Teams</u></b> "B" teams may consist of any number of players and must qualify in the age and, if need be, grade requirements.</p> <p>If a YMCA wishes to enter a second or third team at the 12"A" or "B" level or the 14"A" or "B" level they may do so.</p> <p>There is no player movement between a YMCA's A and B teams once team rosters are set</p>
<p><b>Game Structure:</b></p>	<p>Games will follow New Jersey High School Basketball Association Rules unless otherwise amended below.</p> <p>If a team cannot host a home game, then they must make arrangements with their opponent to play in the opponent's gym. On this occasion, when one team is hosting both home and away games, the opposing team should pick up one of the game's referee fees.</p> <p>The home team should make available as many accommodations as possible to the visiting team, including but not limited to locker room usage and spectator space.</p> <p><b>Referees-</b> The home team is responsible for providing two (2) certified (carded) referees for the game. YMCA directors are responsible to verify that each referee used is certified or has documented assurances from their referee assigner that the assigner uses only certified referees. Games may be played with one certified referee if the other referee is a no show. If no certified referees show up the game can not be played. Teams may wait thirty minutes for a referee to show. Thereafter, the game must be rescheduled unless both teams are willing to wait longer.</p> <p><b>Score Table-</b> The home team will provide a visible score board and a score table for keeping game records. The home team will be responsible for providing a separate timekeeper and scorekeeper. The away team shall also provide an additional scorekeeper. Game score sheets for each team must be used and must be signed by one of the referees at the completion of the game.</p> <p><b>Late Teams-</b> If a team does not show or is late by 30 minutes; the game will be considered a forfeit. Exception: If the team that is present and on time wishes to wait longer or to reschedule the game, then they may have that prerogative. The late team does not have a choice in that matter. No-show teams who are at fault must pick up the referee fees of the cancelled game(s). At the State Tournament if a team does not show or is late by 15 minutes, the game will be considered a forfeit.</p> <p><b>Game Reporting-</b> So that the league website can be kept as accurate and current as possible, <b><u>within 24 hours of a game's completion, both the home and away teams' coaches/program</u></b></p>

**directors must email the results of the completed game to**, League Website Editor. Please be complete when sending information. Copy and paste the following and use this format when email reporting:

YMCA reporting \_\_\_\_\_ Person Reporting \_\_\_\_\_

Date of Game \_\_\_\_\_ Game Location \_\_\_\_\_

Home Team YMCA \_\_\_\_\_ circle: 12A 12B 14A 14B Score \_\_\_\_\_

Visiting Team YMCA \_\_\_\_\_ circle: 12A 12B 14A 14B Score \_\_\_\_\_

Name, Number and YMCA of any players/coaches receiving an unsportsmanlike technical: \_\_\_\_\_

The website editor will maintain the league website's games schedule, games results, standings, rules/forms, tournament information, and travel directions sections. The league website is: [www.njymcabasketball.org](http://www.njymcabasketball.org)

YMCA Basketball Directors should separately report to the League Director within 24 hours any players/coaches receiving an unsportsmanlike technical at a league game.

YMCA Basketball Directors should check to see if their coaches are reporting game results promptly if they have delegated that responsibility to their coaches.

**Postponed Games-** When a home team has postponed a scheduled game at the visiting team's request and it turns out that the game is unable to be re-scheduled due to time conflicts, the home team gets a forfeit win.

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When a game that was required to be scheduled between two teams has not been scheduled and it ends up never being scheduled, then both teams will have the non-scheduled game count as a forfeit loss in the league standings.

When a scheduled game has been postponed due to weather, referee no-show, or for any other reason that is unforeseeable and unavoidable, and it turns out that the game is unable to be re-scheduled due to time conflicts, then both teams will have the game count as a forfeit loss in the league standings.

**Offensive Goal Location-** Teams will begin the game at the goal opposite from their team bench area. Teams will exchange offensive goal after halftime.

#### **Game Timing-**

**A Conferences:** Games will be made up of two (2) sixteen (16) minute halves. The clock will be running, except for foul shots and the last one minute of the first half and the final minute of the game. No exceptions.

**B Conferences:** Games will be made up of four (4) eight (8) minute quarters. The clock will be running, except for foul shots and the last one minute of the second and fourth quarters. No exceptions.

**Halftime-**There will be a 5 minute halftime.

**Timeouts:** Time outs will follow H.S. rules; 3 full (60 sec.) and 2 half (30 sec.) timeouts.

**Over-time** will consist of 3 minute periods. The clock will be running, except for foul shots and the last one minute of the period. Each team will receive one full time out in each overtime period. There will be a one minute transition time for each team prior to the beginning of overtime play and between each overtime period thereafter.

**Extra Time-** Teams can agree to play extra time at the end of the game but only the first 4 quarters would be official.

**Possession arrow** will be used for all jump ball situations with the exception of the opening jump

ball and the start of each overtime period.

**Fouls** shall be handled as follows:

**Bonus situations:** For each half begin on the 7<sup>th</sup> team foul for 1-on-1 and on the 10<sup>th</sup> foul for 2 shots.

**ALL TECHNICAL FOULS:** 2 points for opposing team and the loss of possession of the ball.

- One technical foul given for unsportsmanlike action by any coach or player will result in the expulsion of that individual from the game. Two technical fouls for unsportsmanlike conduct in a season by an individual will result in a one game suspension. An additional unsportsmanlike conduct technical foul given after the suspension has been served will result in the disqualification for the rest of the season for the individual. Unsportsmanlike technical fouls must be recorded on the score sheet and reported to the league director and website editor when emailing in game results.
- Technical fouls count towards team fouls for the bonus situation and also toward player disqualification.

**Disqualification:** On the 5<sup>th</sup> personal foul or combination of personal and technical fouls.

**3 point shot** will be in effect on properly marked courts.

**Substitutions-** All player **substitutions** must report to the score table, check in, sit down, and wait to be beckoned onto the court by the referee.

**Coach's Box/Team Bench-** All team coaches must stay within the immediate vicinity of their bench area to allow for proper vision of the timer, scorers, and referees. A **6 foot coach's box** will be enforced if needed. All teams must have an adult coach or supervisor at their bench area at all times. The coach is responsible for the conduct of the entire team and all the team's spectators.

**Protests-** Any protests must be filed with the League Director within 24 hours of the completion of the game.

**FULL COURT PRESSURE:**

14A - HS Rules (Anytime)

12A - HS Rules (Anytime)

14B - HS Rules (Anytime)

12B - NO PRESSING- exception: full court press allowed in last 1 minute of game or overtime period.

**Short-handed teams-** Should a team have only 4 players at the time that a game is required to start, then that team may start with 4 players, but if they do they will start with a technical foul requiring the game to start with the other team in possession and 2 points. The fifth player may enter the game upon arrival. If the fifth player has not arrived by the end of the half then the game must be forfeited by the shorthanded team.

**Mercy Rule-** When one team is beating another team by 20 points or more: Referees will be required to have the winning team stop any full court pressing. Full court pressing would be allowed should the losing team come back and reduce the margin to less than 20 points.

Teams are encouraged to provide the opportunity for all of the players on a team to play approximately one-half (1/2) of each game.

If they have delegated home game operation to their coaches, then YMCA Basketball Directors should regularly check out their teams' home games (especially at the first couple of home games) to make sure the games are following the rules of the League Guidelines.

The following will be used to determine the seeding at the State Tournament:

## **NJ YMCA Basketball League Seeding Procedures**

If two teams are scheduled to play each other during the regular season and they are never able to make it up, then both teams will count that game as a forfeit loss on their schedule. If one team is at fault for not playing a scheduled game and it cannot be made up, then that team will take a forfeit loss and the other team who was ready to play will take a win. Please report those games accordingly to the league webmaster for posting.

For clarity, each 12A, 12B, 14A, and 14B group of teams will be called a conference. Each conference could be made up of one or more divisions within it.

The procedure is set up as if there were 4 divisions within each conference. If a conference has fewer than four divisions then adjust accordingly.

The postseason teams from each conference will be seeded in order as follows, depending on how many divisions are within that conference:

1. The division champion with the best record will be the first seed.
2. The division champion with the second-best record will be the second seed.
3. The division champion with the third-best record will be the third seed.
4. The division champion with the fourth-best record will be the fourth seed.
5. Thereafter all other teams that are not division champions within a conference will be combined and seeded accordingly from highest to lowest seed in this order:
  1. Team with the best record.
  2. Team with the second-best record.
  3. Team with the third-best record.
  4. And so on in the same manner until all other teams have been seeded.

The following procedures will be used to break standings ties for determining seeding in postseason playoffs.

### **Two teams tied**

1. Head-to-head (best won-lost record in games between the two teams).
2. Best won-lost record in games played within the division.
3. Coin toss

### **Three or more teams tied**

(Note: If two clubs remain tied after third or other clubs are eliminated during any step, tie breaker reverts to step 1 of the two-club format).

1. Head-to-head (best won-lost record in games among the teams).
2. Best won-lost record in games played within the division.
3. Coin toss

**All YMCA Directors must make sure their coaches and referees adhere to these policies.**

