



# Phoenixville Marion Youth Club



## BY-LAWS

### 2010-2011 SEASON

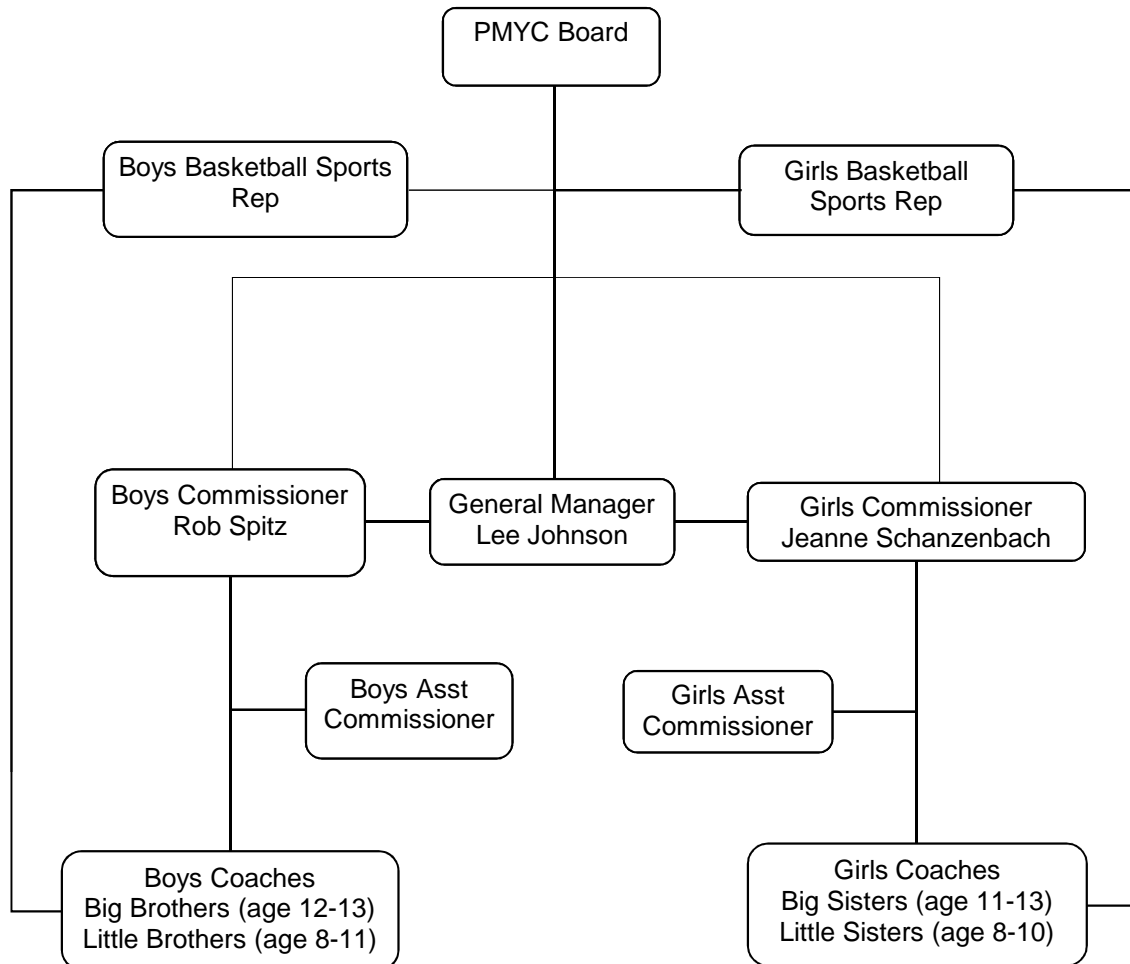
Rob Spitz	Boys Commissioner
Jeanne Schanzenbach	Girls Commissioner
Lee Johnson	General Manager

#### Rules Committee

Rob Spitz	Co-Chairman
Lee Johnson	Co-Chairman
Jeanne Schanzenbach	Co-Chairman
Nate Moffatt	Little Brothers
James Fields	Big Brothers
Matt Trafford	Little Sisters
Ashley MacLelland	Big Sisters

**November 25, 2010**

# PMYC Basketball Organizational Chart



# PMYC BASKETBALL

## Season Timeline

11/25/2010

### **SEPTEMBER**

Secure Gyms

**Establish and convene new rules committee** - 1 rep from each division (4 total) plus chair/co-chair.

This rules committee will be in place for 1 full year to allow in-season issues to be heard and considered for change after the season is over. The rules committee will remain the same group after the season is over to make any changes to the rules in the offseason. The rules committee should meet sometime in **September** to review & prepare the rules for the first coaches meeting in **October**.

Announce registration at Opening Day for Football & on Website

### **OCTOBER**

1st week - **First Coaches Meeting** - to review registration; distribute rules

Discuss upcoming season logistics, draft, etc

Coaches should review the rules and any changes in preparation for a vote in November

2nd week of October - **Begin Registration** - typically every Monday and Wednesday for 4 weeks

### **NOVEMBER**

Close registration (typically by the 1st Friday in November)

Before skills clinic - **2nd Coaches Meeting** - to adopt rules for upcoming season & review skills clinic

Mid-November - Skills Clinic - typically the Tuesday and Wednesday of the 3rd week in November.

After Skills Clinic, but before Thanksgiving - **3rd Coaches Meeting** - DRAFT & practice schedules

### **DECEMBER**

First three weeks in December - Practice

No practice while school closed for Christmas and New Years

END of Year

### **JANUARY**

First week - Season begins

Practice and Games each week

### **FEBRUARY**

Season Continues

Practice and Games each week

### **MARCH**

Season Continues

Practice and Games each week

Two weeks before playoffs - **4th Coaches meeting**

Discuss season issues & playoffs

Last 2 full weeks - PLAYOFFS

March 31 - Season Over

### **APRIL - AUGUST**

Offseason - **Rules Committee** meet as necessary to review/change rules.

## **I. P.M.Y.C. BASKETBALL GOVERNMENT**

This organization shall be known as the “PMYC Basketball League”, a division of the Phoenixville Marion Youth Club (PMYC). It shall be governed under the supervision of the Board of Directors of the Phoenixville Marion Youth Club. The duties of the Board shall be primarily that of coordinating, regulating, and interpreting the playing of PMYC Basketball for boys and girls. Please refer to the attached organizational chart, entitled “PMYC Basketball Organizational Chart”, which shows the positions of those involved in PMYC Basketball.

## **II. COMMISSONER AND GENERAL MANAGER**

2.1 The Boys Commissioner shall be selected by the Boys Basketball coaches. That selection shall be brought to the annual Meeting for recommendation to the Board of Directors. The Boys Commissioner shall be in complete charge of all boys coaches, players, and will supervise all play in both divisions. Their action shall be final and subject to appeal only to the Board. Any appeals shall be directed to the appropriate sports rep for Board consideration.

2.2 The Girls Commissioner shall be selected by the Girls Basketball coaches. That selection shall be brought to the Annual Meeting for recommendation to the Board of Directors. The Girls Commissioner shall be in complete charge of all boys coaches, players, and will supervise all play in both divisions. Their action shall be final and subject to appeal only to the Board. Any appeals shall be directed to the appropriate sports rep for Board consideration.

2.3 Each Commissioner shall select an assistant.

2.4. The General Manager shall be either one of the Commissioners or a 3<sup>rd</sup> party appointed by the Commissioners. The General Manager shall oversee administrative duties of the league, including but not limited to registration, the draft process, scheduling and the basketball section of the website.

### **III. HEAD COACHES**

Shall supervise players and be selected by the Boys/Girls Commissioner. The selection of all coaches is subject to final approval of the Board. The Head Coach will choose his assistants (and team mother) who are subject to the approval of the Commissioner and final approval of the Board.

### **IV. RULES COMMITTEE**

The rules committee shall be appointed by either of the Commissioners or General Manager annually (before the season starts) and shall consist of one Big Brothers, one Big Sisters, one Little Brothers and one Little Sisters coach (4 total) with either Commissioner or another person appointed by the Commissioner as the chairman/co-chairman. The rules committee shall be formed before the season starts, typically in September or October. It shall be in place for the duration of the season and receive input from the coaches on various league issues. With this input, the rules committee shall discuss and note any changes to the rules for the next season. After the season, the rules committee should meet in the offseason to review the rules and make any changes that are appropriate for the next season.

The rules committee should (at least) be present at each of the mandatory coaches meeting outlines below. The rules committee should also meet at least once during the offseason (typically June, July or August) before registration starts to review rules for the upcoming season. Any changes to the rules that are proposed by the rules committee should be voted in by majority vote of all coaches (typically at the first coaches meeting in September or October as outlined below).

### **V. BASKETBALL TIMELINE AND MEETINGS**

5.1 Season: The basketball league is generally “in season” from the month of October through the end of March. The attached document entitled “PMYC Basketball Season Timeline” outlines the various basketball activities during this time.

5.2 Coaches Meetings: At a minimum, coaches meetings are as follows. All coaches (girls and boys) should attend:

1. **Pre-Registration** (September or October) – All coaches should meet to review the rules after they have been prepared by rules committee. If any changes to the current set of rules were made during the offseason, the coaches should vote to implement those specific changes only for the upcoming season

(majority vote rules). The coaches should also establish the registration schedule where the coaches will volunteer their time to assist with registration at the PMYC fieldhouse.

2. **Pre-Skills** (October or early November – typically the week before the draft) – to review registrants to date, outline the teams’ returning players, discuss the skills clinic and review expectations/question for the draft.

3. **Draft** (November – the week before Thanksgiving – after skills clinic). This is where the coaches will pick their teams.

4. **Before Playoffs** – in March before the playoffs (typically two weeks prior to the start of playoffs). To discuss any issues with the league prior to playoffs.

Other meetings can be held during the season if necessary. The Commissioner or his assistant, whenever deemed necessary, shall call the meetings. All teams are to be represented by a coach at each meeting. Each team shall be allowed one vote on all issues.

## **VI. TEAM ORGANIZATION**

Each team shall have one head coach and not more than two assistants. The Head Coach shall be responsible for players and equipment for their respective team. Any team is also encouraged to have a team mother.

## **VII. CONDUCT**

- 7.1 All Coaches shall conduct themselves during all practice sessions and at all games in such a manner as to exemplify sportsmanship and good will towards their staff, players, and opponents.
- 7.2 Profanity or abusive language in any form against any participant, official, or spectator is prohibited. Continued use after first warning will be subject to one-game suspension. Subsequent offenses will be under review or dismissal by Commissioner.
- 7.3 Removal of any player from the game because of injury shall be made by the Commissioner, his assistant, or game official
- 7.4 Removal of any player from game roster shall be made by the Head Coach and submitted in writing to the Commissioner prior to the game. Removal is subject to approval by the Commissioner.
- 7.5 Coaches observed at any league function (practice, games, etc.)

with odor of alcohol/drugs or appearing under the influence of such, shall receive: 1<sup>st</sup> Offense – Warning and they are to leave premises immediately; 2<sup>nd</sup> Offense – A suspension of (1) game (and must leave premises immediately); 3<sup>rd</sup> Offense – Expulsion of offending coach from P.M.Y.C. Basketball.

- 7.6 Game night responsibilities assigned to each team (referees, scorers, hallway monitors, set up/removal of benches, pick up trash, loose clothes, etc.,) must be fulfilled by coaches or representatives of team. First failure to do so results in forfeitures of next games. (Score: 2-0)

## **VIII. PRACTICE**

All practice sessions must be supervised by at least one coach. Practice sessions shall not exceed one hour, unless otherwise authorized by the Commissioner or his assistant. All sessions shall be conducted at Schuylkill School or other authorized gym. Little brother coaches shall put up and take down little brother baskets before and after all practices and games. All coaches are responsible to clean the gym after their session and leave the condition of the gym space as they found it. **No food or drink is allowed in the gym at any time.**

## **IX. GYM**

All league games shall be played in Schuylkill School or other authorized gym. No players except those participating in the game, shall be in the gym during games; except in the fourth quarter preceding their own game. No food or drink is allowed in the gym at any time.

## **X. PARENTAL CONSENT**

The parental consent requirement must be met throughout the entire playing season (including any post season sanctioned play) of each year. All players must have the consent of parent or legal guardian, attested to by certificated provided, to be considered a member of a team. The consent may be withdrawn at any time during the season. A birth certificate is required by all players planning to participate in the league.

## **XI. TEAMS**

The Commissioner prior to the opening game shall determine composition of each team. No team shall have more than twelve players on its roster.

## **XII. DIVISIONS**

Each conference will be divided into divisions, if size permits. The league shall be divided into two separate conferences: Big Brothers, ranging from and not always 11 to 13 years old; Little Brothers, ranging from and not always 8 to 11 years old. Age will be determined by your age on March 31<sup>st</sup> of that season. 12-Year-olds must play in Big Brothers. A parent must request their 11-Year-old to be in the Big Brother draft. A player must be 8 years old on or before March 31<sup>st</sup> of that season.

## **XIII. ALL STARS**

Any All-Star selection shall be by agreement of coaches of that division. Each conference shall have 2 teams made up of 12 players with each team being represented. The previous year division finalists will coach the All-Star Teams.

## **XIV. TOURNAMENT TEAM**

The league tournament teams shall consist of the 12 best players in each conference, regardless of the team. The coaching staff of the tournament team shall be voted on by the coaches of each division. All players and coaches are subject by the Commissioner.

## **XV. DRAFT**

15.0 General Information – The draft shall be held by the Commissioner and coaches without the players present. Any registrant not already on a team roster is eligible to be drafted. All registrants must go into the draft unless their eligibility is addressed in this section.

### **15.1 Draft Order**

Boys – Draft order determined by reverse order of last years' regular season standings (i.e. last team gets first pick). All teams get a first round pick. Freezes will begin in 2<sup>nd</sup> round as explained below. This is intended to establish parity across the league.

Girls – All girls will go into a draft pool. The draft order is determined by picking out of a hat. The “snake” format will be used, meaning the last team in the first round gets the first pick of the 2<sup>nd</sup> round, 4<sup>th</sup>, 6<sup>th</sup>, etc round. Every team gets a first round pick. Before the draft begins, freezes will be determined as outlined below, but generally no freezes can begin until the 3<sup>rd</sup> round. Each player will be rated 1, 2 or 3 based on their skill



level (3 being the best). Players in the 3 group will be drafted first, the 2 group second and the 1 group last. A coach is not prohibited from picking a lower rated player in a higher rated round. This is intended to establish parity across the league.

## 15.2 Player Freeze:

The following positions of freeze are subject to change and can be assigned by the coaches in a discussion prior to the draft.

15.2.1 Head Coaches may freeze their children by the third round.

15.2.2 Assistant Coaches with one year tenure may freeze their children by third round. Exceptions may be adjusted to 1<sup>st</sup> or 2<sup>nd</sup> round draft freeze if situation deems so according to player's ability.

15.2.3 Coaches may also freeze brothers, provided the first brother is on the team's roster.

15.2.4 Twins or brothers in the draft the same season, may be drafted the same round by a team which would forfeit each subsequent round for each twin or brother picked.

15.2.5 If a team has multiple freezes, freezes will go in the order of second round, third round, then fourth round.

## 15.3 NEW TEAMS

15.3.1 Should a new team or teams be added, Table XI-D.1 will determine how they are to be supplied.

TABLE XI-D.1  
NUMBER OF PRE-DRAFT PICKS

For example, assume 2 teams need to be added. Also assume the existing teams have an average of 6 picks. That means each of the new teams would get 2 picks before any of the other teams get a pick.

No. of New Teams	<u>Existing Teams Average Picks</u>		
	1-4	5-8	9 or more
1	4	3	2
2	3	2	1
3	2	1	1
4	1	1	1

- 15.3.2 Catch Up Round – In the fourth round of the draft, all expansion teams will alternate picks among themselves until they each have the same amount of players as the existing teams with the second most pick left in the draft.

## **XVI. GAME PROTESTS**

All protests shall be submitted in writing, stating all activities leading to the protest, to the Commissioner or his assistant within 48 hours after game in question. The officials of the game in questions must sign the book, noting the time, score, and players at the time of the protest. The protest committee shall be appointed by the Commissioner consisting of four head coaches of the opposite conference. The committee shall be chaired by the Commissioner or his assistant. No one but the committee and the chairman shall be present when the committee is reaching its decision. The chairman shall conduct the meeting and vote only to break a tie. The decisions of the committee are final and binding.

## **XVII. SCHEDULE**

Either Commissioner and/or General Manager shall draw up the schedule annually.

## **XVIII. GAME REGULATIONS**

18. All games are covered by P.I.A.A. rules unless otherwise stated.

**18.1 Please refer to the attached documents entitled “General Rules”, “Team B rules”, “Playing Time Chart” and “Rules Chart” for further clarity on the game rules & regulations. Additional detail is below.**

18.1.1 Little Brothers will play five 7-minute quarters. The 1<sup>st</sup> quarter the 5 best players will play. The 2<sup>nd</sup> and 4<sup>th</sup> quarters the weaker players will play. This guarantees each player at least 14 minutes of playing time (subject to the rules addendum which addresses team numbers and low attendance).

18.1.2 Big Brothers games will be played in four 7-minute quarters. In the first quarter, the 5 best players will play. The second quarter is reserved for the weaker players. This guarantees each player at least 7 minutes of playing time (subject to the rules addendum which addresses team numbers and low attendance)..

18.2 Little Brother Exceptions:

- 18.2.1.1 Basket Height: 8.5 feet
- 18.2.1.2 Ball Size: Standard 29.5"
- 18.2.1.3 Fouls: 6/player, including technical  
Time Outs: Five per game (carryover allowed). One (1) additional time out plus any leftover from regulation for one (1) overtime period of 2 minutes (Big & Little Brothers).
- 18.2.1.4 Lane Time: 5 seconds
- 18.2.1.5 Press: No press until last 2 minutes. Losing team must initiate press in last 2 minutes, and then either team may press at their own discretion. If there is a tie, any team may initiate a press.
- 18.2.1.6 Defense: Until last 2 minutes, the defense must line up behind an imaginary line drawn from the top of the key to each sideline. Teams may not defend until offense has crossed half court line (except in a steal situation). Zone or man to man allowed, no restrictions.
- 18.2.1.6 Fast Break: none off shot, rebound or basket – Team may fast break after steal
- 18.2.1.7 Second period rule: as noted below.
- 18.2.1.8 No 3 point shot until last 2 minutes.

18.3 Both Conferences Exceptions:

- 18.3.1 Three-foot green line is enforced.

## **XIX. SUBSTITUTION (LITTLE BROTHERS)**

- 19.1 Rule 1: On game day, the five weakest players on roster must be designated before beginning of second period.
- 19.2 Rule 2: Little Brothers' games shall consist of five (5) periods of 7 minutes each with a non-stop clock, except for time-out and shooting fouls. Second team will play 2<sup>nd</sup> and 4<sup>th</sup> periods. No half-time break.
- 19.3 Rule 3: Roster designating starting five players must be submitted before start of game by all teams for review by Rules Committee and Commissioner. Any changes of starting 5 are subject to review by Rules Committee and Commissioner.

## **PMYC BASKETBALL GENERAL GAME RULES**

### **LITTLE BROTHERS/ LITTLE SISTERS**

#### Game format:

Basket height: 8.5 feet

Ball size: standard 29.5" (boys) and standard 28.5" (girl)

5 periods, 7 minutes each = 175 player-minutes total

Running clock, except clock stops on timeouts and foul shots. Clock does not stop on substitutions.

No prolonged halftime break

Clock stops last two minutes of game on any whistle

No 3 point shot, except last 2 minutes of the game

#### Fouls:

7 team fouls/half = 1-1 foul shots

10 team fouls/half = 2 foul shots

6 personal fouls (including technical fouls) = foul out

Timeouts: 5 timeouts/game (carryover allowed): 1<sup>st</sup> whistle 35 secs, 2<sup>nd</sup> whistle 45 secs, at 1 min game resumes, WHETHER OR NOT EITHER TEAM IS ON THE COURT.

Defense: Defense until last 2 minutes: After score or inbounding, anytime the ball is in the backcourt with the offensive team (or in transition), the defending team has to fall back and set up inside an imaginary line drawn from the top of the key to each sideline. The defense may not defend until the offense has crossed the half court line (except in a steal situation - i.e. no fast break off missed shot, but off steal is permitted). No restrictions on man to man or zone.

Press: only last two minutes of game, losing team initiate press. If a tie, either team can initiate press.

Overtime: 2 minutes, 1 additional timeout plus any left over from regulation, clock stops on all whistles

Last 2 minutes: Fast break permitted in any instance last two minutes of game for any team. Losing team can initiate press. If a tie, either team can initiate press.

### **BIG BROTHERS/ BIG SISTERS**

#### Game format:

4 quarters, 7 minutes each = 140 player-minutes total.

Clock stops on all whistles.

Halftime break & 3 point shot allowed

Defense: man to man or zone allowed, no restrictions

Fouls: 7 team fouls/half = 1-1 foul shots; 10 team fouls/half = 2 foul shots.

5 personal fouls (including technical fouls) = foul out

Timeouts: 4 timeouts per game (carryover allowed): 1<sup>st</sup> whistle 35 secs, 2<sup>nd</sup> whistle 45 secs, at 1 min game resumes, WHETHER OR NOT EITHER TEAM IS ON THE COURT.

Press: Big Brothers: Press any time

Big Sisters: Press only last two minutes of game, losing team initiate press. If tie, either team initiate.

Overtime: 2 minutes, 1 additional timeout plus any left over from regulation, clock stops on all whistles

Fast break at any time for both Big Brothers and Big Sisters.

Fast break permitted at all times.

## PMYC BASKETBALL “TEAM B” RULES – LITTLE BROTHERS/SISTERS

### **LITTLE BROTHERS/ LITTLE SISTERS**

NOTE: Rules 1 and 1a-c are in effect anytime BOTH teams have 8 or more players. If either team has 7 or fewer players, Rules 1 and 1a-c do not apply → Please refer to Rule 2 and 2a-b below.

#### **Rule 1: “The PMYC Rule” (i.e. the “Team B” rule) – applies when BOTH teams have 8 or more players**

At the BEGINNING of the 2<sup>nd</sup> period, the coach must identify the 5 weakest players for their team that will play the ENTIRE 2<sup>nd</sup> and 4<sup>th</sup> periods (this requires those players to start in the 2<sup>nd</sup> and 4<sup>th</sup> period and guarantees them at least 14 minutes of playing time). Within the first 2 minutes of the 2<sup>nd</sup> period, the opposing team coach has a right to challenge those players and pick who should play. Challenges should be requested at the scorekeeper’s table and granted via a standard player substitution (no timeout). Once those 5 players are picked and no challenge comes from the opposing team coach, those are the “Team B” players for the entire game who must play all of Period 2 and Period 4. Periods 1, 3 and 5 are open substitution periods for the entire team (keep in mind Rule 1a below).

#### **Rule 1a: “Minimum playing time” - applies when BOTH teams have 8 or more players**

In addition to Rule 1 above, ALL players on a team are required to START 2 periods. This is intended to satisfy the expectation that each player play a minimum of 14 minutes (this is primarily intended for teams with 11 or more players).

#### **Rule 1b: “Team B Replacement Player” – applies when BOTH teams have 8 or more players**

If any of the Team B members cannot continue play during the 2<sup>nd</sup> or 4<sup>th</sup> period due to foul out, injury, sickness, or other unforeseen circumstance, the coach for that team must select another player (the “replacement player”) to continue play with 5 members. The opposing team coach has a right to dispute the replacement player and either 1) pick another replacement player, or 2) match up the replacement player with an equivalently skilled player from his or her team.

#### **Rule 1c: “Team B 4<sup>th</sup> Foul Substitute Player” – applies when BOTH teams have 8 or more players**

If any of the Team B players is charged with a 4<sup>th</sup> foul during play in the second period, the coach may substitute an equivalently skilled player for the player with 4 fouls. The opposing team coach has a right to dispute that substitution and either 1) pick another substitute player, or 2) match up the substitute player with an equivalently skilled player from his or her team.

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#### **Rule 2: “The Low Attendance Rule” – applies when EITHER team has 7 or fewer players**

“Low attendance” is defined as: ONE or BOTH TEAMS have 7 or fewer players to start the game.

Rule 1, Rule 1a, 1b and 1c above do not apply and are suspended for that game. Playing time is as follows:

##### **Rule 2a: Team with 7 or fewer players**

ALL players are required to start a minimum of 3 periods. Open substitution for entire game, keeping in mind 14 minutes minimum playing time per player.

##### **Rule 2b: Team with 8 or more players**

ALL players required to play a minimum of 1 quarter buzzer to buzzer. This guarantees at least 7 minutes of playing time for each player. Open substitution for entire game. Coaches should strive for more than 7 minutes per player.

## PMYC BASKETBALL “TEAM B” RULES – BIG BROTHERS/SISTERS

### **BIG BROTHERS/ BIG SISTERS**

NOTE: Rules 3 and 3a-c are in effect anytime BOTH teams have 8 or more players. If either team has 7 or fewer players, Rules 3 and 3a-c do not apply → Please refer to Rule 4 and 4a-c below.

#### **Rule 3: “ The PMYC Rule” (i.e. the “Team B” rule) – applies when BOTH teams have 8 or more players**

At the beginning of the 2<sup>nd</sup> quarter, coach must identify 5 weakest players for their team that will play the ENTIRE 2<sup>nd</sup> quarter (this requires those players to start in 2<sup>nd</sup> quarter and guarantees them at least 7 minutes of playing time). Within the first two (2) minutes of the 2<sup>nd</sup> quarter, the opposing team coach has a right to challenge those players and pick who should play. Challenges should be requested at the scorekeeper's table and granted via a standard player substitution (no timeout). Once those 5 players are picked and no challenge comes from the opposing team coach, those are the “Team B” players for the entire game who must play all of Quarter 2. Quarters 1, 3 and 4 are open substitution quarters for the entire team (keep in mind Rule 3a below).

#### **Rule 3a: “Minimum playing time” - applies when BOTH teams have 8 or more players**

In addition to the “Team B” rule above, ALL players on a team are required to START 2 quarters AND play at least 1 quarter buzzer to buzzer. This is intended to satisfy the expectation that:

- a. for teams with 8-10: all players play a minimum of 10.5 minutes (a quarter and a half).
- b. for teams with 11: all players play a minimum of 7 minutes (one quarter).

#### **Rule 3b: “Team B Replacement Player” – applies when BOTH teams have 8 or more players**

If any of the Team B members cannot continue play during the 2<sup>nd</sup> quarter due to foul out, injury, sickness, or other unforeseen circumstance, the coach for that team must select another player (the “replacement player”) to continue play with 5 members. The opposing team coach has a right to dispute the replacement player and either 1) pick another replacement player, or 2) match up the replacement player with an equivalently skilled player from his or her team.

#### **Rule 3c: “Team B 4<sup>th</sup> Foul Substitute Player” – applies when BOTH teams have 8 or more players**

If any of the Team B players is charged with a 4<sup>th</sup> foul during play in the second quarter, the coach may substitute an equivalently skilled player for the player with 4 fouls. The opposing team coach has a right to dispute that substitution and either 1) pick another substitute player, or 2) match up the substitute player with an equivalently skilled player from his or her team.

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#### **Rule 4: “The Low Attendance Rule” (i.e. Limited Substitution) – applies when EITHER team has 7 or fewer players**

“Low attendance” is defined as: ONE or BOTH TEAMS have 7 or fewer players to start the game.

Rule 3, Rule 3a, 3b and 3c do not apply and are suspended for that game. Playing time is as follows:

##### **Rule 4a: For the team with 7 or fewer players**

ALL players required to start a minimum of 2 quarters and play a minimum of 14 minutes total. Open substitution for entire game, keeping in mind 14 minutes minimum playing time per player.

##### **Rule 4b: For the team with 8 or more players**

ALL players required to start 1 quarter and play 1 quarter buzzer to buzzer with a minimum playing time of 7 minutes each per player.

# PMYC Basketball

## Big Brothers/ Big Sisters Rules Chart

		Home Team							
Visiting Team	vs.	5	6	7	8	9	10	11+	
	5	<b>Home AND Visiting Team:</b> Rule 4a applies: ALL players required to START a minimum of 2 quarters and play a minimum of 14 minutes total. Open substitution for entire game, keeping in mind 14 minutes minimum playing time per player.				<b>Visiting Team:</b> Rule 4a applies - ALL players req'd to START a minimum of 2 quarters; Open substitution entire game; 14 mins min per player.			
	6					<b>Home Team:</b> Rule 4b applies - ALL players required to start 1 quarter and play 1 quarter buzzer to buzzer with a minimum playing time of 7 minutes each per player.			
	7								
	8	<b>Visiting Team:</b> Rule 4b applies - ALL players required to start 1 quarter and play 1 quarter buzzer to buzzer with a minimum playing time of 7 minutes each per player.				<b>Home AND Visiting Team:</b> Rules 3, 3a-3c apply: 3) Identify Team B to play quarter 2. 3a) ALL players START 2 quarters, play 1 quarter buzzer to buzzer 3b) Team B replacement player 3c) Team B 4th foul substitute			
9									
10									
11+									

# PMYC Basketball

## Little Brothers/ Little Sisters Rules Chart

		Home Team						
Visiting Team	vs.	5	6	7	8	9	10	11+
	5	<b>Home AND Visiting Team:</b> Rule 2a applies: ALL players are required to START a minimum of 3 periods Open substitution for entire game, keeping in mind 14 minutes minimum playing time per player.)			<b>Visiting Team:</b> Rule 2a applies - ALL players req'd to START a minimum of 3 periods; Open substitution entire game; 14 mins min per player.			
	6				<b>Home Team:</b> Rule 2b applies - ALL players required to play a minimum of 1 quarter buzzer to buzzer. This guarantees at least 7 minutes of playing time for each player. Open substitution entire game. Coaches should aim for more than 7 minutes per player.)			
	7							
	8	<b>Visiting Team:</b> Rule 2b applies: ALL players required to play a minimum of 1 quarter buzzer to buzzer. This guarantees at least 7 minutes of playing time for each player. Open substitution entire game. Coaches should aim for more than 7 minutes per player.)			<b>Home AND Visiting Team:</b> Rules 1, 1a-1c apply: 1) Identify Team B to play period 2 and 4. 1a) ALL players START 2 periods 1b) Team B replacement player 1c) Team B 4th foul substitute			
	9							
10								
11+								