

## I. Rule Modifications

The 2018 Youth Provincial Championships shall use the current FIBA rules, with the following exceptions and points of emphasis:

- 1) Game Formats.
  - a) Games in the Mini Divisions shall be played with a four (4)-on-four (4) format  
**Please Note:** The use of screens (on-ball or off-ball) will not be permitted at the Mini level of play.
- 2) Game Ball. The official game ball for the 2018 Youth Provincial Championships is Molten.  
The following basketball size will be used in each age category:
  - Mini Boys and Girls - Size 5
  - Bantam Boys and Girls - Size 6
  - Midget and Juvenile Girls - Size 6
  - Midget and Juvenile Boys - Size 7
- 3) Timing of games.
  - a) Mini Divisions shall consist of four 7 minute stop time quarters. The pre-game warm-up will be 5 minutes long and will begin as per scheduled start time. **For example, if the game is scheduled for 8:30 am, tip-off should commence at 8:35 a.m. to allow for team warm-ups.**
  - b) Bantam Divisions shall consist of four 8 minute stop time quarters. The pre-game warm-up will be 5 minutes long and will begin as per scheduled start time. **For example, if the game is scheduled for 8:30 am, tip-off should commence at 8:35 a.m. to allow for team warm-ups.**
  - c) Midget and Juvenile divisions shall consist of four 9 minute stop time quarters. The pre-game warm-up will be 5 minutes long and will begin as per scheduled start time. **For example, if the game is scheduled for 8:30 am, tip-off should commence at 8:35 a.m. to allow for team warm-ups.**
  - d) Games in all divisions will have a one (1) minute break between quarters and a three (3) minute break at half-time.
  - e) If in the event of a game running over its allotted scheduled time, breaks between quarters and halves may be shortened to assist with keeping with the tournament schedule.
  - f) If overtime is necessary: Please see **Section II** for full details.
- 4) Timeouts.
  - a) Coaches **MUST** call all timeouts through the scorer's table.
  - b) Each team shall have one (1) timeout in the first half and two (2) timeouts in the second half. One (1) timeout will be allowed per overtime period.
- 5) Defense.
  - a) In the Mini division:
    - i) **MUST** play man-to-man defense, proper help side technique is permitted on-ball
    - ii) No full court pressure of any kind will be permitted
    - iii) No double teams and no trapping will be permitted
    - iv) No zone pressure of any kind will be permitted
  - b) In the Bantam division:
    - i) **MUST** play man-to-man defense, proper help side technique is permitted on-ball
    - ii) Full court man-to-man will be permitted
    - iii) No double teams and no trapping will be permitted
    - iv) No zone pressure of any kind will be permitted
  - c) In the Midget divisions:
    - i) **MUST** play man-to-man defense, proper help side technique is permitted on-ball
    - ii) Full court man-to-man will be permitted
    - iii) No zone pressure of any kind will be permitted
  - d) In the Juvenile division, teams are allowed to play a full court zone press or a full court man-to-man press. Juvenile teams may play full court or half court zone defense.
  - e) Once a team has a lead of **20 points or more**, they may not use full court pressure. On-court officials will issue a warning to the offending team for the first violation and a technical foul for repeat violations.
  - f) Double teaming is permitted in the Midget and Juvenile divisions only. Only the person in possession of the ball may be double teamed.
  - g) Official's discretion will be given to adhere to these infractions.

#### 6) Defensive Definitions

- a) Zone: A defensive strategy in which a defensive player's primary responsibility is for an area of the floor rather than for a specific opponent.
- b) Man to Man: A defensive style in which each defensive player is responsible for guarding a particular offensive player.
- c) Help Side/Weak Side: A defensive tactic where a player is in position to "help" a defensive teammate. This may require the help side defender to leave the person they are guarding. This is not considered zone defense.
- d) Double Team: A defensive tactic in which two defenders temporarily guard the ball carrier.
- e) Full Court: A defensive tactic where the defensive team pressures the offensive team in the offensive team's back court.
- f) Overtime: If the score is tied at the end of playing time for the fourth period the game shall continue until the tie is broken by the first team to 4 points or 3 minutes stop time, whichever one comes first.

#### 7) Three (3) Point Line:

- a) The three (3) point line will be used at the Bantam, Midget and Juvenile levels. At the scheduled gym location, Bantam divisions will use the closest marked three (3) point line. Midget and Juvenile divisions will use the 6.75m three (3) pt line if available. At the Saville Centre, this is the black line on the court.

#### 8) Free throws:

- a) In the Mini divisions, free throws may be taken from 12 feet (i.e. Three feet closer than the marked free throw line. In the Bantam divisions, free throws may be taken from 13 feet (i.e. Two feet closer than the marked free throw line). Where possible, tape will be placed down on the court to indicate this line.

## II. Games Tied at the End of Regulation Time

1. If the score is tied at the end of playing time for the fourth period the game shall continue until the tie is broken by the first team to score four (4) points or three (3) minutes stop time, whichever one comes first.
  - Each team will continue to shoot at the same basket as the second half. The overtime period will begin immediately by a jump ball at center court. Each team will be allowed a one (1) minute time-out for the overtime period. Players who were fouled out or ejected during regulation time will not be allowed to participate in the overtime period.
  - If this period ends with no team scoring 4 points the leading team will be declared the winner.
  - In the event that the score remains tied at the end of the first overtime period; the game will move to a next point wins format. All fouls and ejections will be carried forward from previous periods of play. Play will start with a jump ball. The winner is determined by the first team to score a point (including a free throw).

## III. Roster Changes/Player Additions after the Roster Deadline

A team may be declared to have up to 15 players to its roster; rosters must coincide with registered rosters as per league of play.

For the Juvenile Divisions (Age Eligibility: 2000, 2001, 2002). All rosters and players must be previously registered with their league of play to represent their team.

A team may request to add a maximum of three players to its roster if they have declared a team made up of eight or fewer players. These players can be added to take a team roster up to a maximum of ten players. Therefore, a team that has declared nine players can add one more player, a team that has declared eight players can add two, and a team that has declared seven or less can add three. If teams are coming from CMBA or EYBA the players must be approved through your league coordinator. If teams are declaring from outside CMBA or EYBA, please send your request to Alberta Basketball. Rosters will be verified and confirmed with the appropriate league in which you played your season.

Players being added must be from either: 1) a younger age category; or 2) a lower division level within the same age category (i.e. An 'A' team could add any 'B' player, while a 'B2' team could add any player from B3 or lower.)

Players being added must reside in the same community or amalgamated communities as the team which has declared for provincials.

A team must submit all roster additions to Alberta Basketball. Requests must clearly demonstrate why the team needs additional players. All requests must be received in writing (e-mail or fax) by **Monday, February 26, 2018 at 12pm.**

## IV. Player Usage

Alberta Basketball believes in the development of all athletes and strongly encourages coaches to provide fair playing time for all players. The Long Term Athlete Development model is the basis for our instruction, and it is important for all athletes to be exposed to on court learning opportunities in an encouraging yet challenging environment. Each team will be responsible for managing playing time for their players. Challenges to playing time from opposing teams will not be tolerated.

## V. Forfeits

Teams will be given **15 minutes** from their scheduled start time to have registered players ready to play. If a team does not have five registered players within those 15 minutes, they will forfeit the game.

Any team that forfeits a game may not be allowed to continue playing in the tournament. This will be determined at the discretion of the Tournament Committee.

## VI. Protests

As per ASAA and Alberta Basketball rules, there are no game protests. The Tournament Committee will be available to rule on eligibility and discipline issues as they arise.

Appeals on referee decisions will not be entertained.

Rulings on situations not addressed within this package will be made at the discretion of the Tournament Committee.

## VII. Enforcement

Game officials will be made aware of these rule modifications as well as all general tournament rules. Game officials and tournament officials will be monitoring and will be enforcing these rules during the tournament at each age group and level of play. Please be aware that the following penalties may be enforced for any violations of these rule modifications and/or other general tournament rules:

**First violation** - will receive a verbal warning

**Second violation** - technical foul may be assigned to the player or coach

**Third violation** - a 2nd technical foul may be assigned to the player or coach.

Any player or coach who receives a two-technical disqualification and is ejected from any game will be suspended for the remaining duration of tournament play.

## VIII. Tournament Committee Representatives

Alberta Basketball – Paul Sir/Jef Bailey/Reagan Wood

Edmonton Youth Basketball Association – Taylor Anstice

Calgary Minor Basketball Association – Mike Shaw/Jamie Newman

## Contact Info

Any questions leading up to the tournament can be directed to:

Jef Bailey

Programs and Events Director

Alberta Basketball

780-680-9400

[jbailey@basketballalbert.ca](mailto:jbailey@basketballalbert.ca)