

Yeshiva Middle School Sports Association

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2019-20 League Dates

1. Varsity and 7th grade league games will take place between October 27th and February 6th 2020
2. Varsity Championship game(s) scheduled for Monday and Tuesday March 16th/17th

League Rules:

- **Home team** is responsible for emailing the score of the game to League Supervisors within 24 hours after the completion of the game.
- For all leagues, only kids in that specific grade are allowed to participate. For example, in the 6th grade league, only kids in 6th grade can play for their respective teams. You can play UP grades.
- You MAY choose to play a kid UP a division; if OK'd by the school and the league prior. You may NOT play kids DOWN in a division.
- Games should begin no later than 7:30PM unless both coaches agree to later start.
- All "Federation" high school rules are in effect; similar to the existing leagues today. Coaches should familiarize themselves with all the new rules as they are made available. Information can be found on the website: <http://www.nfhs.org/activities-sports/basketball/>
- All teams should wear LEGALLY numbered uniforms. Teams **should** have (but not necessary) white home and colored road uniforms. Legal numbers are 5 and below. IE 55 is a legal number, 56 is NOT legal.
- T-shirts worn under uniforms **must** be the same color as uniform.
- 29.5 size basketballs are used for boy's league and 28.5 size basketballs are used for girl's league
- Each game will be four (4) 8 minute quarters with full stop time. All overtime periods will be four (4) minutes in length.
 - Important note, as per federation high school rules, the clock does NOT stop at any point in the game for made baskets.
- **3 POINTERS ARE NOW PART OF ALL LEAGUES/DIVISIONS.**
- **PRESSING IS NOW ALLOWED IN ALL LEAGUES/DIVISIONS**
- Normal 1 and 1 free throw rules will take place for 7th foul in the half and the 10th foul will be a double bonus (2 shots). This is for ALL leagues.
- Each home team should and provide the following at each game
 - A regulation basketball.
 - A handheld time clock in the event the scoreboard goes down.
 - A basketball scorebook and a scorekeeper.
 - A possession arrow if not part of the scoreboard.
 - A first aid kit.

- In the event a gym is not equipped with a digital scoreboard a like scoreboard must be made available.
- In the event a game needs to be postponed, please email both the opposing coach and League Supervisors or call both. (See contact information above). As well, a list of all coaches' email and cell will be made available.
- The league will be handling assigning refs. We will be using board certified refs. Once the game begins, the ref has COMPLETE jurisdiction over all aspects of the game.
- It is highly recommended to have coaches seated through the entire game. Any coach or team member who attempts to communicate with his team in any position other than the recommended may be subject to a technical foul.
- Any change to agreed upon schedule must be approved by the League Supervisors. Any games changes within 24 hours not caused by weather or some agreed upon emergency MAY incur a penalty fee assessed to the school who requires the change.
- Schools are URGED to provide adequate faculty supervisors at all games (nurse/CPR). At least one individual at all games should be CPR certified and defibrillators must be accessible at all gyms. ALL COACHES ARE ENCOURAGED TO OBTAIN CPR CERTIFICATION.
- MERCY RULES:
 - A team that is winning by 20 or more points at ANY time during the game may not press or play defense beyond the half court line.
- **5 timeouts per game.** In the event of OT, there is one (1) timeout per OT session. **All timeouts are FULL timeouts.**
- **OT Rules: 4 Minutes and each team will receive 1 timeout. ALL TIMEOUTS ROLL OVER.**
- This is a YESHIVA league. As such, it's expected that all kids AND coaches (of the Jewish faith) will wear their kippahs during the entire game. Abusive behavior and foul language will not be tolerated.
- Any player or coach receiving two (conduct related) technical fouls in any season will be subject to probation or suspension determined by the League and school administration.
- No artificial noise makers are allowed.

Playoff TieBreakers

- Head to Head
- Record vs Common Opponent by PCT
- Record vs Playoff Team by PCT
- Coin Toss (seeing only)
- Play in game will be used when deciding a tiebreaker for the FINAL spot in the playoffs.
- Division