



RULES AND REGULATIONS

September 1, 2024 – August 31, 2025

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RULES AND REGULATIONS

September 1, 2024 – August 31, 2025

1.0 ELIGIBILITY

1.1 Eligibility Requirements:

- 1.1.1 All teams must be current members of YBOA to participate in any YBOA supported event.
- 1.1.2 Proof of age is required and must be made available at any time, for every player, at all YBOA supported events. Players must possess an original or legible copy of their birth certificate for verification.
- 1.1.3 Proof of grade is required and must be made available at any time, for every player, at all YBOA supported events. Players must possess an original or legible copy of their report card or progress report that includes the player's name, school name, address, & phone number, current grade, and current school year.

1.2 YBOA is grade-based with age parameters and limitations determined by birth date as follows:

Division

2nd Grade Division

Player must be in the 2nd grade or under as of October 1, 2024 and not turn 10 prior to September 1, 2025.

3rd Grade Division

Player must be in the 3rd grade or under as of October 1, 2024 and not turn 11 prior to September 1, 2025.

4th Grade Division

Player must be in the 4th grade or under as of October 1, 2024 and not turn 12 prior to September 1, 2025.

5th Grade Division

Player must be in the 5th grade or under as of October 1, 2024 and not turn 13 prior to September 1, 2025.

6th Grade Division

Player must be in the 6th grade or under as of October 1, 2024 and not turn 14 prior to September 1, 2025.

7th Grade Division

Player must be in the 7th grade or under as of October 1, 2024 and not turn 15 prior to September 1, 2025.

8th Grade Division

Player must be in the 8th grade or under as of October 1, 2024 and not turn 16 prior to September 1, 2025.

9th Grade Division

Player must be in the 9th grade or under as of October 1, 2024 and not turn 17 prior to September 1, 2025.

10th Grade Division

Player must be in the 10th grade or under as of October 1, 2024 and not turn 18 prior to September 1, 2025.

Varsity Division (11th & 12th Grade)

Player must be in the 11th or 12th grade or under as of October 1, 2024 and not turn 20 prior to September 1, 2025.

Note: If a player exceeds an age limit for any grade level, that player must play at the next highest grade level in which their age meets the requirement.

AGE EXCEPTIONS TO PLAY DOWN A DIVISION

A player may qualify to play down a division if he/she has been advanced a grade due to academic excellence or parental preference as follows:

Grade as of October 1, 2024	Requested Grade	Birthdate Requirements
3 rd Grade Division	2 nd Grade	Born on or after September 1, 2016
4 th Grade Division	3 rd Grade	Born on or after September 1, 2015
5 th Grade Division	4 th Grade	Born on or after September 1, 2014
6 th Grade Division	5 th Grade	Born on or after September 1, 2013
7 th Grade Division	6 th Grade	Born on or after September 1, 2012
8 th Grade Division	7 th Grade	Born on or after September 1, 2011
9 th Grade Division	8 th Grade	Born on or after September 1, 2010
10 th Grade Division	9 th Grade	Born on or after September 1, 2009
11 th Grade or 12 th Grade	10 th Grade	Born on or after September 1, 2008

1.3 Home School Eligibility:

Home School player's age and grade will be determined as follows:

- 1.3.1 Grade may only be determined for Home School students who have registered with the State Department of Education and belong to an accredited home school organization. For verification of grade, the student must provide an original letter or legible copy from the accredited organization (on organization stationary) stating the grade level in which he/she is enrolled. This letter must be approved by the YBOA State Director or YBOA District Director from the state the player is registered or by the YBOA National Office.
- 1.3.2 Eligibility for Home School participants without proper grade verification will be determined by age and birth date only. These players are not eligible to be categorized by grade or grade exception.

1.4 Acceptable Forms of Age Verification:

- Original or copy of birth record from the state, country, or municipal Bureau of Vital Statistics at the place of birth.
- Current and valid Passport.
- Copy of the delayed registration of birth if the athlete's birth was not recorded on his or her day of birth; issued by the same governing bodies.
- Consular Service Form FS240 (Report of Birth) issued by the U.S. Department of State.
- Immigration and Naturalization Forms I-151 and I-25 and Form 43 R311-7 issued by the U.S. Department of Justice.
- Valid state-issued Driver's License.
- Valid state-issued Identification Card.

1.5 Acceptable Form of Grade Verification:

- 1.5.1 Original or legible copy of a participant's report card that includes the player's name, school name, school address and/or phone number, current grade, and current school year.
- 1.5.2 Original or legible copy of a participant's current-year progress report that includes the player's name, school name and address and/or phone number, current grade, and current school year.

1.6 Residency:

A player must participate with a team registered in the state of his legal residency with the following exceptions:

- 1.6.1 A player enrolled at an educational institution located outside of his legal residence may elect to treat the state in which the school is located as his state of residency.
- 1.6.2 A player who is subject to a written joint custody arrangement may elect to treat the state of either custodian as his state of residency.

1.6.3 A player who meets all YBOA eligibility guidelines may attach to a team from any state with a common border of the player's legal residency. See YBOA Rule 2.3 for bordering state player roster limits.

1.7 Multiple Team Participation:

1.7.1 A player is not allowed to participate on two different teams within the same grade level.

1.7.2 A player who meets all eligibility guidelines may participate in a maximum of two different grade levels within the same tournament provided both teams belong to the same organization.

1.7.3 A player who meets all eligibility rules and participates on more than one team during the same tournament may only play a maximum of six games within any two-day span of that tournament.

1.7.4 A player that meets all eligibility requirements and participates in two different grade levels must be registered and listed on both rosters.

1.7.5 A player is not allowed to play or participate in two or more games playing at the same time.

1.8 Credentials and Eligibility Review:

The YBOA State Director, YBOA District Director, or approved Tournament Host is responsible for reviewing the credentials of players and teams to verify membership and eligibility qualifications.

1.9 Emergency Forms of Age or Grade Verification:

At the discretion of the YBOA State Director, District Director, or approved Tournament Host, he/she may accept an official state or school document indicating the players current age or grade. The address, contact name, and phone number of the school and forwarding official must also be included on the document to verify the validity of information and documentation.

1.10 Eligibility Disqualification:

All coaches and team administrators are responsible for ensuring their team meets eligibility requirements for participation in YBOA supported events. Eligibility disqualifications will be governed as follows:

1.10.1 If a player is discovered to be ineligible prior to the start of an event, the player will be expelled from the event and the team will continue.

1.10.2 If a player is discovered to be ineligible after an event has started, the player will be expelled from the event and the team will forfeit all games in which the ineligible player entered a game. The team may continue to participate, if applicable, without the expelled player.

1.10.3 If it was determined that a coach had prior knowledge of ineligible player(s), the team will forfeit all games in which the ineligible player entered a game. The coach will be immediately expelled from the tournament and is subject to additional sanctions and/or disciplinary action.

1.11 Team Attachment:

A YBOA registered player who meets all eligibility guidelines becomes officially attached to a team when he/she competes with that team for the first time in any YBOA supported event held during the current annual season from September 1st – August 31st.

1.12 Player Transfer:

A YBOA registered and attached player may transfer to another team under the following guidelines:

1.12.1 If the player is on a team that is part of a multi-team organization, he/she must have an official YBOA Player Release Form signed by the releasing Organization Director and gaining Head Coach or Organization Director. If the player is on a single team, not part of a multi-team organization, he/she must have an official YBOA Player Release Form signed by the releasing Head Coach or Organization Director and gaining Head Coach or Organization Director. A YBOA Player Release Form may be downloaded at yboabasketball.com.

1.12.2 The player has not competed in any YBOA supported events for a period of thirty (30) days.

1.12.3 If the transfer is for the purpose of competing with a team which has qualified for the National Championship and whose attached team is not eligible, has not qualified for, or is not attending the YBOA National Championship within all eligibility guidelines.

1.12.4 If the transfer is due to events outside the control of the player and serves the best interest of the player as determined by the YBOA State Director or YBOA District Director assigned to the state in which the player is registered, and the transfer has been approved by the YBOA National Office.

1.12.5 Once a player transfers from a team, he/she may not return to that team or roster for the remainder of the current season (September 1 – August 31).

1.13 Boys Team Restriction:

Boys must only play on a boys' team.

1.14 Girls Team Restriction and Exception:

Girls must play on a girls' team with the following exceptions:

1.14.1 A girl may play on a boys' team in grade-levels 2nd, 3rd, 4th, 5th and 6th.

1.14.2 There is a limit of three (3) girls' players on a boy's roster for eligible grade levels.

1.15 Team Insurance

1.15.1 YBOA requires player insurance to participate in any YBOA supported event.

1.15.2 YBOA does not provide or sell any insurance coverage for players, coaches, parents, or spectators attending any event.

1.16 Unanswered Eligibility Questions:

Any unanswered questions pertaining to the eligibility of a player or team shall be directed to the YBOA National Director for review.

2.0 ROSTERS

2.1 Roster Player Limit:

Each team may have up to 20 players listed on their YBOA account. However, rosters are limited to fifteen (15) active players for each tournament.

2.2 Roster Non-Player Limit:

A maximum of four (4) officially YBOA registered adult coaches (18+ years old) may sit on the team's bench. Each assistant coach must be a current, registered, and paid member of YBOA.

2.3 Bordering State Limit:

A team may have a maximum of three (3) out-of-state players on their official roster from bordering states. See YBOA Rule 1.6.3 for residency restrictions.

2.4 Bordering Country Limit:

A team outside of the continental United States may have a maximum of three (3) players on their official roster who reside outside of their country or state and must meet all other eligibility requirements.

2.5 Adding Players to National Championship Roster:

A maximum of 5 eligible players may be added to a YBOA National Championship roster after the completion of their respective State Championship.

2.6 Roster Change Restriction:

No changes are allowed to a roster during a tournament after a team has started their first game.

3.0 GAME LOGISTICS

3.1 Governing Body of Rules & By-Laws:

All YBOA supported tournaments will be governed under 2024/2025 National Federation of High School (NFHS) rules along with 2024/2025 YBOA Rules and Regulations.

3.2 Length of Games:

Length of games will be played under the following guidelines:

2 nd , 3 rd , 4 th , 5 th , 6 th Grade	(4) 6-minute quarters	or	(2) 12-minute halves
7 th , 8 th Grade	(4) 7-minute quarters	or	(2) 14-minute halves
9 th , 10 th , Varsity	(4) 8-minute quarters	or	(2) 16-minute halves

3.3 Running Clock Rule:

At the time a winning team gains a lead of twenty-five (25) or more points during the second half of a game, the clock will not be stopped (except for a time out, technical foul, injury, emergency, etc.) until the trailing team brings the point difference to fifteen (15) points or less.

3.4 No-Press Rule:

At the time a winning team gains a lead of twenty-five (25) or more points during the second half of a game, they must play defense behind the half-court line. A first offense will result in a warning. A second or subsequent offense will result in a 2-shot administrative technical foul.

3.5 Length of Overtime:

Length of overtime period will be played under the following guidelines:

Divisions: 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, Varsity = 3 minutes

3.6 Length of Half-time:

Length of half-time will be a minimum of three (3) minutes.

3.7 Length of Pre-Game Warm-Up:

Minimum pre-game warm-up is five (5) minutes.

3.8 Foul Shooting

3.8.1 For a (4) quarter tournament structure format, NFHS rules will govern free throws (2 fouls shots beginning on the 5th foul of each quarter). Fouls will reset each quarter.

3.8.2 For (2) half tournament structure format, NCAA rules will govern free throws (1&1 foul shots beginning on the 7th foul per half, 2 fouls shots beginning on the 10th foul per half). Fouls will reset each half.

3.9 Boys Basketball Specifications:

Basketball specifications for boys games are as follows:

Boys 2 nd , 3 rd , 4 th , 5 th , 6 th Grade	28.5" (official women's size)
Boys 7 th , 8 th , 9 th , 10 th , Varsity	29.5" (official men's size)

3.10 Girls Basketball Specification:

Ball specification for all girls' divisions is 28.5" (official women's size).

3.11 Basket Height Specification:

All grade levels will use regulation 10-foot height baskets.

3.12 Pool Play Tiebreaker Order:

Ties after completion of pool-play games will follow the tie-breaker order listed below:

3.12.1 Tiebreakers in which two (2) teams are tied, head-to-head competition between the teams will determine the winner.

- 3.12.2 Tiebreakers in which more than two (2) teams are tied, a point differential system will be applied. The point differential of the teams involved in the tie is totaled. Teams are then ranked according to the sum of the point differential with the highest number placing first, the second highest placing second, etc. Teams will receive a maximum of +15 points for a win and a maximum of -15 points for a loss (including forfeits).
- 3.12.3 If two (2) teams are still tied after the application of (3.12.2), the tie will revert to (3.12.1).
- 3.12.4 If more than two (2) teams are still tied after the application of (3.12.2), the point differentials of the teams not involved in the tie are added, and the results recalculated.
- 3.12.5 If two (2) teams remain tied after the application of (3.12.4), the tie will revert to (3.12.1).
- 3.12.6 If more than two teams remain tied after the application of (3.12.4), then a total defensive point system will be used. If two teams are still tied, they would revert to the first tiebreaker system. Example: Team A is 2-1 with wins of 56-32 & 64-45 and a loss of 56-64. Total defensive points determined are 141. Repeat the same procedure for the remaining two teams. The team with the lowest points allowed will determine the teams' order of placement. If two (2) teams remain tied after defensive points are calculated, revert to (3.12.1).

3.13 Forfeits:

Forfeits will be governed by the following rules:

- 3.13.1 Teams must be present on the court and ready to play at scheduled game time or risk forfeit. At their discretion, the Tournament Director may allow a short grace period for a late arriving team depending on unique or extenuating circumstances.
- 3.13.2 A team that forfeits more than one pool play game is automatically disqualified from a tournament unless approved by the Tournament Director due to unique or extenuating circumstances.
- 3.13.3 A team that no-shows and forfeits their final scheduled bracket play game will not officially place in the tournament or receive team awards and are subject to further sanctions.

3.14 Uniforms:

All teams must adhere to the following uniform guidelines:

- 3.14.1 All teams must have either reversible jerseys (one light color side and one dark color side) or two sets of jerseys (light set and dark set).
- 3.14.2 The home team in each game will wear light-colored jerseys. The visitor team in each game will wear dark-colored jerseys.
- 3.14.3 Numbers are required on both sides of the jersey. Numbers must be at least two (2) inches on front of jersey and at least four (4) inches on back of the jersey.
- 3.14.4 International rules will apply to numbers; any number from "00" to "99" is permissible.

4.0 CONDUCT

4.1 Participant Conduct:

The conduct of players and coaches should be above reproach both on and off the court. Any misbehavior or misconduct, on or off the court, will be subject to individual and/or team disqualification from an event as well as suspension or expulsion from participation in future YBOA events.

4.2 Coaches Responsibility:

Each coach will be responsible for all members of his/her team before, during and after games, including all parents and spectators representing their team.

4.3 Coaches Restriction:

No person may coach for any team competing in an event for which he/she is the Tournament Director.

4.4 Unsportsmanlike Disqualification:

A team or player is subject to immediate disqualification from a tournament for any conduct deemed inappropriate, unsafe, and/or abusive by tournament staff. This includes but is not limited to defacing or destruction of lodging, restaurant or game site property, trashing team bench area, fighting, unsportsmanlike play and/or conduct, or ineligible players. Any disqualification is the sole decision of the tournament officials.

4.4.1 An ejection of any player, coach, parent, or spectator will result in a minimum one-game suspension from the team's next scheduled game in the same tournament and up to dismissal from the event. No refunds will be issued in the event of ejection or disqualification. During any suspension, the person is not allowed within sight or sound of the playing area as determined by the referee or tournament officials.

4.4.2 A second ejection within the same event will result in suspension from the tournament. No refunds will be issued in the event of ejection or disqualification. During any suspension, the person is not allowed within sight or sound of the playing area as determined by the referee or tournament officials.

5.0 BENCH GOVERNANCE

5.1 Bench Personnel:

A maximum of four (4) officially YBOA registered adult coaches (18+ years old) may sit on the team's bench. Each bench personnel must be a current, registered, and paid member of YBOA.

5.1.1 Violation of YBOA Rule 5.1 will result in a warning. The team will then have 1 minute to clear the bench of anyone not listed on the official roster.

5.1.2 If the team fails to comply with YBOA Rule 5.1.1, the violator(s) will be ejected from the court or facility.

5.1.3 No team bench personnel are not permitted to sit at or behind the official scorer's table.

5.1.4 Violation of YBOA Rule 5.1.3 will result in a warning. The team will then have 1 minute to clear the designated scorer's table area.

5.1.5 If the team fails to comply with YBOA rule 5.1.4, the violator(s) will be ejected from the court of facility.

5.2 Bench Credentials:

All bench personnel must visibly always wear an appropriate bench pass/credential to be allowed on the bench during games.

5.3 Bench Personnel Attire:

All bench personnel must wear conservative style shorts or pants. Cut-offs or ripped pants are not allowed. Shirts must have sleeves and be polo-style, mock shirt, or t-shirt with conservative company logo or team name and/or logo. Athletic or dress shoes are allowed. Men are not allowed to wear open-toed shoes.

5.3.1 Each violation to the bench personnel attire rule will result in a two-shot technical foul (administrative, not charged to the coach). This rule applies to all personnel who sit on the bench.

5.4 Bench Equipment:

Equipment such as basketballs, drinks, towels, etc., may or may not be acceptable at all game sites. Check with the Tournament Host regarding acceptable and restricted items for each facility. YBOA and/or the game sites are not responsible for any items lost or stolen during any games, so be certain to use proper security precautions.

5.5 Video Taping & Photography:

All teams must adhere to the following video and photography guidelines:

5.5.1 Photo or video cameras cannot distract participants, officials, and staff or inhibit the operation or execution of games.

5.5.2 Cameras must remain behind a team's designated bench and may not extend beyond the baseline of their own bench. Cameras are not allowed behind the scorers table.

5.5.3 Use of flash photography is not permitted during games.

5.5.4 YBOA staff reserves the right to deny use of any camera, video, or related equipment for any reason.

6.0 PROTESTS

6.1 Protests:

Official protests must meet all the following guidelines:

6.1.1 Upon alleged infraction, protest must be communicated immediately to the official scorer's table by the head coach (or assistant coach if the head coach has been ejected).

6.1.2 Upon completion of the game, protest must immediately be communicated to the Site Director by the Head Coach.

6.1.3 A written or typed protest must be delivered in person to the Tournament Director/Assistant Tournament Director or Tournament Office within one hour of completion of game.

6.1.4 A \$100.00 (cash) fee must accompany the written/typed protest and be delivered to the Tournament Director/Assistant Tournament Director or Tournament Office within one hour of completion of the game.

6.1.5 Protests pertaining to an official's judgment call will not be considered. Protests in which a potential rule or player eligibility infraction has occurred may be considered if the infraction had a direct impact on the outcome of the game and falls within the guidelines of the correctable error rules.

6.1.6 A committee will consider all protests and make every attempt to provide a ruling prior to the team's next scheduled game.

6.1.7 Successful protests will result in refund of the \$100.00 protest fee.

6.1.8 Unsuccessful protests will result in forfeiture of the \$100.00 protest fee.