

SOUTH EAST YOUTH ORGANIZATION

SEYO Basketball Rules

Revised: Sept 8, 2009

(Revised / new rules are in blue and italics)

THESE RULES CONSTITUTE THE COMPLETE SEYO BASKETBALL RULES AND SUPERCEDES ALL OTHER BASKETBALL RULES.

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DEFINITION

- Season: SEYO Basketball is divided into Winter Season and Spring Season.
- Division: Each season is further divided into divisions, e.g., Midget division.
- League: If sufficient number of teams exists in a division, the division can be divided into leagues, e.g., Midget Lower and Midget Upper leagues.
- The scheduler should make best attempt to schedule at least 9 games for all teams.

I. ELIGIBILITY

- Winter Season: *(age based on September 1st except as noted below)*

- Pee Wee Lower: 7, Pee Wee Middle: 8, Pee Wee Upper: 9

A child playing in SEYO must be a minimum age of 7 years old by December 2nd of the year in which the SEYO Winter Season begins (a participant is considered a "SEYO" seven year old, if his or her birthday comes on/or before December 2nd of the year in which the SEYO Winter Season begins).

All other ages above 7 are based on age as of September 1st of the year the Winter Season begins (e.g., a participant is considered a "SEYO" eight year old, if his or her 8th birthday comes on/or before September 1st of the year in which the SEYO Winter Season begins).

- Midget Lower: 10, Midget Upper: 11

- All high school players who make CIF or LA City high school basketball teams are prohibited from participating in SEYO league during their high school season.
- Junior Lower: 12, Junior Upper: 13 & 14
- All coaches coaching for the first time in SEYO must be certified through a program approved by the CIF.

Eligibility for 2009-2010 Winter Season Divisions

LEAGUE	AGE	BIRTHDATE		
		(2009-2010 Winter Season)		
Pee Wee Lower	7	Dec 2, 2002 or earlier		
Pee Wee Middle	8	Sep 2, 200 – Sep 1, 2001		
Pee Wee Upper	9	Sep 2, 1999 – Sep 1, 200		
Midget Lower	10	Sep 2, 1998 – Sep 1, 1999		
Midget Upper	11	Sep 2, 1997 – Sep 1, 1998		
Junior Lower	12	Sep 2, 1996 – Sep 1, 1997		
Junior Upper	13-14	Sep 2, 1994 – Sep 1, 1996		

A. Age/Winter Season:

Players must not exceed the maximum age limit of their age division on or before the 1st of September at the start of the season.

1. A league may be divided into two (2) or more leagues. Placement of teams into leagues to be determined by the SEYO Board.
2. Special circumstances, which include a team's previous league record and/or current roster, will be used to move teams to a higher or lower Division/League. Teams requesting to move to a lower league must submit in writing reasons for the change, which are to include overall league record, individual game (score) results, & changes in roster. Teams that have placed 1st in a White League, will automatically be moved up to the Blue League the following season unless a written request with justification is submitted to the SEYO Board and approved.
3. A team may include maximum of two older players.
4. All 9th graders and above who make CIF or LA City high school basketball teams are prohibited from participating in the Winter season.

B. Age/Spring Season

Eligibility age is based on September 1st of the year in which Spring Season starts

1. SENIOR B DIVISION: 16 years old and younger players who have not played any four year high school varsity or junior varsity basketball and who are first or second year Spring Season players. If his / her high school does not field a frosh/soph team, any player, 15 years old or younger, playing on a Junior Varsity team shall be eligible to play in this division.

2. SENIOR LOWER DIVISION: 17 year old and younger players who did not play on any high school Junior Varsity or Varsity team, with the following exceptions: 16 year old or younger JV and 15 year old or younger Varsity players are eligible to play in this division.
3. SENIOR MIDDLE DIVISION: 18 year old players supplemented by Junior Varsity players. 16 year old or younger Varsity players are eligible to play in this division.
4. SENIOR UPPER DIVISION: High school Varsity players and 19 year old players.
5. High School Players: Junior Varsity and Varsity players only if they make the official CIF or LA City School roster during the regular league games, excluding pre-season and non-league games, pre-season and post-season tournaments. For purpose of player eligibility determination, player is considered at the highest level at which he/she played. For example, 18 year old, who last played as JV when he/she was 16 year old is considered a 16 year old JV player.
6. High School Varsity players without prior participation in SEYO basketball are not eligible to play.

Except for Girls Upper Division only, maximum of two High School Varsity players, without prior SEYO participation, are eligible to participate on any team.

Except for boys upper division only, maximum of one high school varsity player (excluding 12th graders), without prior SEYO participation, are eligible to participate on any team.

7. Player on college roster is not eligible to play.

Eligibility for 2010 Spring Season Division

LEAGUE	AGE	BIRTHDATE	HIGH SCHOOL PLAYERS	
			ELLIGIBLE	NOT ELIGIBLE
Not eligible to play	20 or older	<i>Sep 1, 1990 or earlier</i>		
Senior Upper	19 or younger	<i>Sep 2, 1990 or later</i>	All High School Players	Collage Roster player
Senior Middle	18	<i>Sep 2, 1991 – Sep 1, 1992</i>	JV	Varsity
	17	<i>Sep 2, 1992 – Sep 1, 1993</i>	JV	Varsity
	16	<i>Sep 2, 1993 – Sep 1, 1994</i>	JV, Varsity	
	15 or younger	<i>Sep 2, 1994 or later</i>	JV, Varsity	
Senior Lower	17	<i>Sep 2, 1992 – Sep 1, 1993</i>		JV, Varsity
	16	<i>Sep 2, 1993 – Sep 1, 1994</i>	JV	Varsity
	15	<i>Sep 2, 1994 – Sep 1, 1995</i>	JV, Varsity	
	14 or younger	<i>Sep 2, 1995 or later</i>	JV, Varsity	
Senior B	16	<i>Sep 2, 1993 – Sep 1, 1994</i>	Soph/Frosh	JV, Varsity
	15	<i>Sep 2, 1994 – Sep 1, 1995</i>	Soph/Frosh, JV (with approval)	Varsity
	14 or younger	<i>Sep 2, 1995 or later</i>	Soph/Frosh, JV (with approval)	Varsity

II. UNIFORMS / EQUIPMENT

- A. All players on a team must wear similar colored and styled tops with numerals minimum 4 inches on the back, and minimum 3 inches on the front, preferably excluding digits above 5.

1. Major color of uniform shall be as follows.

Organization Colors

AFMC-Gold GEO-Navy Blue Jets/Jetts-Black
Norwalk-Royal Blue OCBC-Kelly Green OCO-Orange
SOC-Light Blue VFW-Red WPC-Purple

2. White uniform.

Team may play with white Jersey. In case of conflict, home team will wear white jersey.

- B. No numbers shall be duplicated.
- C. No lettering, except for players' legal name, organizational and/or team name may appear on uniform, warm up jackets, caps or related apparel.
- D. Any organization wishing to change their colors must obtain the approval of the SEYO Board.
- E. Failure of all players to be properly attired will result in forfeiture of the game.

F. Balls

1. The best available ball shall be used as the game ball based on the following:

Pee Wee Lower Boys - Slam-it (26") ball with 8 foot basket
 Pee Wee Lower Girls - Slam-it (26") ball with 8 foot basket
 Pee Wee Middle Boys - Youth size (27") ball with 9 foot basket
 Pee Wee Middle Girls - Youth size (27") ball with 9 foot basket
 Pee Wee Upper Boys - Women's size (28.5") ball with 10 foot basket
 Pee Wee Upper Girls - Youth size (27") ball with 10 foot basket
 Midget Lower Boys - Women's size (28.5") ball with 10 foot basket
 Midget Lower Girls - Women's size (28.5") ball with 10 foot basket
 Midget Upper and higher Boys - Men's size ball with 10 foot basket
 Midget Upper and higher Girls - Women's (28.5") ball with 10 foot basket

2. Below are the rules governing the material of the basketball that can be used for each division:

- a. Pee Wee division, Midget Girls division and Midget Lower Boys league shall use a rubber basketball but have the option of using a leather or synthetic leather basketball with the approval of both coaches.
- b. Midget Upper Boys league, Junior division, and Spring season have the option of using a rubber, leather, or synthetic ball. The choice shall be with the approval of the referee.

III. PLAYING RULES

- A. Unless otherwise specified, games shall be played under the official basketball rules governing the CIF schools.
- B. Jump-ball will be used only for the opening "tip-off" of the game. At any time a "jump or held" ball situation arises, and at start of each quarter or playing period, the possession of the ball will change alternately. After the opening tip-off, the "arrow" indicator at the scorer's table will be pointed in the direction opposite to the team who takes first possession of the ball.

C. Pee Wee and Midget Divisions (adjustments):

1. Pee Wee Divisions and Midget Girls Lower League: No back-court press (players must be allowed to cross mid-court) unless the ball is advanced into the front court and a time out or foul has occurred. The ball may enter into the back court but the no back court rule does not apply after the initial crossing of half court. In Pee Wee Lower, there will also be no half-court press (defined as defense beyond the 15-foot free throw line from sideline to sideline) by the defense. If a team persists in back-court press or half-court press, the referee shall give delay-of-game warning to the offending team. After two warnings in Pee Wee, and after one warning in Midget Girls Lower, the referee may assess a technical foul on the offending team.
2. Pee Wee Division: Five (5) seconds in the key. If any time-outs are taken in the game, the 10 second back-court count shall resume from the point when time out was taken.
3. Free throw line.
 - a. Pee Wee Division: Bottom of circle. Shooter is allowed to cross the line on follow-through, but cannot take unfair advantage.
 - b. Midget Girls Division and Midget Boys Lower league: Normal free throw line, however the shooter may cross the line on follow-through but cannot take unfair advantage.
4. In Pee Wee Lower league games,
 - a. no score shall be kept by the score keeper.
 - b. Free throws will not be shot.

D. Length of Game:

1. All Pee Wee Division: 10 minutes running time quarters (also see Rule III.G.1a), 5 minutes between halves, last 2 minutes of game shall be stop time. Last 2 minutes shall be running time if score spread is more than 15 points at the two minute mark.
2. Midget, Junior Divisions and Spring Season: 20 minutes running time halves, 5 minutes between halves, last 2 minutes of game shall be stop time. Last 2 minutes shall be running time if score spread is more than 20 points at the two minute mark and continues to be so during the remainder of the game. If the score spread becomes less than 20 points during the last two (2) minutes of the game then the clock shall stop at every dead ball.

E. 15 Second Rule [End of Quarter]

Only players which have checked in with the scorekeeper before the last 15 seconds of the quarter will be allowed to enter the game. The only exceptions will be in the last 15 seconds of the last quarter, if the stop clock rule is in effect or if either teams calls time out in any quarter.

F. Time Outs (accumulative):

1. Pee Wee Division: 2 per regulation game
2. Other Divisions: 2 regular time outs and 2 – 30 second time outs per regulation game.

G. Overtime:

1. Tie game to be decided by 2 minute stop time (overtime period). If a tie still exists, next period shall be sudden death.
2. Each team shall receive one additional time out per overtime period. Time outs are accumulative and can be used during overtime period.
3. A jump ball will be held at the start of each overtime period.

H. Playing-Time Rules for Players

1. PEE WEE DIVISION:

- a. Each quarter shall be divided into two 5 minute periods.
- b. On teams with 10 or less players present, each player must play at least one period per quarter. On teams with 11 or more players present, each player must play at least 3 periods per game.
- c. Substitutions can only be made between playing periods, except in the case of injury or a player fouling out.
- d. Free substitution is permitted during overtime.
- e. Each coach is responsible for observing the playing time rule for the team. Failure to abide by the playing time rule for players shall result in forfeiture of the game.

2. MIDGET AND JUNIOR DIVISIONS AND SPRING SEASON:

- a. Each player shall play a minimum of 5 continuous minutes per half.
- b. In a league where no standings are kept, failure to abide by the playing time rule for players shall result in a suspension of the coach for the next one (1) scheduled league game.

I. Game Roster

1. Prior to start of each game, each coach shall ensure that all players listed on the score sheet are present.
2. Late arriving players may be added to the score sheet / game roster at the next time out called without penalty. Late players must abide by the playing time rule starting from the period in which they are eligible to play. Late arriving Pee Wee players may be added to the score sheet between any playing period.
3. One technical foul shall be assessed for each addition or deletion made on the score sheet once the game has started. Exception: Late arriving players as noted in previous rule III.I.2.
4. The opposing coach and Commissioner shall be notified of all roster changes. A player who is not playing due to injury or illness prior to the start of the game and wants to sit on the bench must not wear the jersey top, to indicate that they are not playing in the game.
5. Rosters shall be listed in numerical order. One technical foul shall be assessed for violation at the start of the game.
6. Spring Season: To avoid forfeits, teams should be allowed to add players to field a team of **seven (7)** with the approval of the League Commissioner and with a minimum of four (4) original roster team players.
7. League Commissioner must be notified in advance.
8. Added players must come from the same organization, play at the same playing level or below. For example: a Senior Lower Blue team can pick up a player from a Senior Lower Blue or White or a Senior Lower B team.
9. Player adds to avoid forfeits are allowed only for that single game.

J. Bonus Free Throws

1. Pee Wee games - Bonus free throw shall start on the 5th team foul of each half.

K. Three-Point Shot

1. The 3-point shot shall be permitted only for Midget Division, Junior Division and Spring Season.

L. Point spreads (mercy rules):

1. In the Midget/Junior Divisions, when a team is ahead by 25 or more points, that team shall adhere to the following:
 - a. No full/half court pressing
 - b. Defense inside the 3-pt arc
 - c. No fast-breaks (the action with an attempt to score before the defense is set up)
 - d. No 3-pt shots attempted/allowed
2. Pee Wee Division:
 - a. Defense inside the key
 - b. No fast-breaks (the action with an attempt to score before the defense is set up)

Coaches will be notified once the score difference reaches 25 points. One warning will be given to the coach by the ref(s) for not complying to the stipulations. Second warning results in a forfeit.

3. The League Commissioner will momentarily stop the game and notify both teams coaches once the score difference reaches 25 points. The League Commissioner will ask the trailing coach if they want to waive the mercy rule. The trailing coach has the option to play with the mercy rule or not. Coach/es may waive the mercy prior to the start of the game and Coach/es of the team trailing behind have the option to waive the mercy rule at anytime.
4. Once the 25 point spread threshold has been reached, the applicable mercy rules shall apply for the remainder of the game.

M. House rules, (exception to CIF rules)

1. Minimum number of players to start a game – May start a game with FOUR (4) players; the fifth (5th) player must be present by the end of the first (1st) half, otherwise, the game is a forfeit. The fifth (5th) player does not have to play during the first (1st) half in order to play in the second (2nd) half
2. 30 sec. shot clock for Senior (Spring) Girls Middle and Upper Divisions only upon request. No 10 sec. back court when shot clock is in use. 35 sec. shot clock for Senior (Spring) Boys Middle and Upper Divisions only upon request. 10 sec. back court still applies. Shot clock will start t the next dead ball.

IV. Requests for Make-up League Games - Senior Season

Each team shall be limited to 2 byes during the Spring Season. All bye requests must be submitted to the Chief Commissioner by the February meeting and the schedules will reflect those requests. There will be **NO** requests for make-up games.