

2021 RYBL Game Rules (Jan 17, 2021 – adjusted for Covid protocols)

Except as modified below, the current rules of the Pennsylvania Interscholastic Athletic Association (PIAA, piaa.gov) shall apply.

Rule disputes will be resolved by the Referees after consultation with the coaches. The Referees' ultimate decisions on points, fouls, and violations are final. Game protests will not be permitted.

The coaching box will be enforced when paid refs are used - coaches are not permitted near or in front of the scorer's table. If there is a 28 foot mark on the court, that mark will be used. Otherwise, the referee will determine the coach's box.

Teams will need to recruit one coach or adult to serve as scorekeeper (and run the scoreboard) – pre-arrange through the division Commissioner or League Registrar.

ZERO TOLERANCE POLICY – ALL DIVISIONS - ALL GRADES

- All players, coaches, volunteers, referees or spectators must abide by all policies, rules and behavior requirements of the league.
- Any player, coach, volunteer, referee or spectator can be ejected from a game by a ref or be suspended or refused further participation in any league activities due to any unacceptable behavior, actions, communications, complaints, threats, reports of illegal or inappropriate activities, etc. at the sole discretion and decision of the responsible officers of the league.
- Unsupervised minors will be the coaches' responsibility - Call security if no responsible adult is supervising the minors - referees will not be responsible for the actions of unsupervised minors.
- **COVID RESTRICTIONS – NO SPECTATORS – max attendance limit set by the league or the facility owner**
- **COVID PROTOCOLS** – as posted on RYB website – may require modification or interpretation of certain rules

2nd and 3rd Grade Game Rules

1. **Ball size** – 27" for 2nd grade and 3rd grade
2. **Basket Height** - 8½ feet
3. **Scoreboard** – provided where available, must be run by a coach or adult. No scorebooks needed.
4. **Game Time**
 - a. 2 halves – 20 minutes each, running clock, 3 minute halftime break.
 - b. If the gym is not equipped with a scoreboard, the time shall be kept by a coach or adult
 - c. Coaches should games start and end games on time - shorten the clock time if necessary.
 - d. Time-outs – 3 time-outs per game 30 secs each
 - e. No overtime period
5. **Substitutions**
 - a. Substitutions only occur at each 5 minute passage of game time.
 - b. Substitutions for an injured player can occur at any time - an injured player can re-enter the game after their injury is attended to.
 - c. Clock does not stop for subs to come in. This is not a time-out unless coach uses a time-out.
 - d. All players that are currently on the sidelines must sub in at the 5 minute marks
 - e. *<common courtesy>* The same players should not be starting and/or finishing every game.

- f. *<common courtesy>* Coaches - Please make sure that playing time is divided up as evenly as possible among the players on your team. No players should be repeatedly playing more time than the other players on the team who come to games and practices.
- 6. **Referees**
 - a. An adult coach from each team will referee the game.
 - b. Fouls and violations should be used as teaching moments. Pause the game (clock keep running) if necessary and explain what was wrong.
- 7. **Foul Shots**
 - a. Foul shots (free throws) are only called for shooting fouls (ref's discretion).
 - b. Clock does not stop for free throws.
 - c. There is no foul limit per player, but a player who repeatedly commits fouls should be cautioned.
- 8. **Free Zone** – no defense in the free zone - cannot steal the ball or intercept passes in the free zone
 - a. If playing full court games, use the half court line or a suitable reference line parallel to foul line and half court line, extending across the court.
 - b. Once ball crosses free zone line, free zone no longer exists until there is a change in possession.
 - c. 5 second time limit in Free Zone
- 9. **Defense**
 - a. Man to man only
 - b. No double teaming
 - c. No Press at any time
 - d. A team who violates is warned by the ref and loses possession if such defense resulted in a turnover (referee's judgment)

4th and 5th Grade Game Rules

- 1. **Ball size** – 28.5" for Boys and Girls
- 2. **Basket height** – 10 feet
- 3. **Scoreboard** – must be run by only ONE coach or adult at the scorer's table. No Scorebooks (Covid).
- 4. **Game Time**
 - a. **2 halves** – 20 minutes each, 3 minute halftime break, running clock except last 2 minutes of the game (end of 2nd half of the game, but not in the 1st half).
 - b. Referee will allow a 3 to 5 minute warmup period.
 - c. Warmup starts BEFORE designated game time, unless previous game ended late.
 - d. The game clock will start no later than 1 minute after the 3-5 minute warmup period, whether teams are ready or not.
 - e. Each team need 5 players (4 if covid situation prevents 5) on the court before play can begin – If clock runs for 10 minutes without play beginning, the team with less than 5 players (or 4) will record a forfeit. (Once a game starts, game can continue even if a team can't put 5 (or 4) players on the court - When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.)
 - f. **Time-outs** – 3 time-outs per game - 30 seconds each (no carryover in overtime)
 - a. **Overtime** – 3 minute running clock except the last minute (no OT if getting too close to scheduled break before teams enter for next game).
 - i. **Only 1 overtime period** is allowed.

- ii. Overtime period – starts 1 minute after regular time expires.
- iii. Any 5 team players (except if fouled out) can play the overtime period. No subs in overtime except for injuries and fouling out.
- iv. **No time-outs in overtime.**
- v. Overtime period starts with jump ball – teams defending same baskets as 2nd half.

5. Substitutions

- a. Substitutions only occur at each 5 minute passage of regular game time.
- b. Substitutions for an injured player, a player who fouls out or is ejected can occur at any time.
An injured player may re-enter the game after their injuries are attended to, but this cannot be used as a tactic to get stronger players in the game.
- c. Substitutions should be ready prior to the 5 minute marks.
- d. Clock does not stop for subs to come in.
- e. This is not a time-out unless uses a time-out.
- f. Coach taking too much time, determined by the referee - Team will be charged a time-out by the referee for delay of game.
- g. All players that are currently on the sidelines MUST sub in at the 5 minute marks in each half.
Any coach who knowingly violates this rule will be suspended for one game.
- h. During substitutions, coaches will be permitted 15 seconds to match up players but the coaches are not permitted on the court to do this. The referee will put the ball in play 15 seconds after the stoppage for substitutions. At the start the game, the start of the second half or the start of overtime this should be done during the dead ball time-out.
- i. *<common courtesy>* The same players should not be starting and/or finishing every game.
- j. *<common courtesy>* Coaches - Please make sure that playing time is divided up as evenly as possible among the players on your team. No players should be repeatedly playing more time than the other players on the team who come to games and practices.
- k. Player rotation (subs) *<league guidelines>* – rotations every 5 minutes – 4 rotations per half (see rotation grid available on the website)
- l. If a team has 6 to 10 players at a game:
 - i. No player sits out for consecutive rotations in a half
 - ii. A player sitting out at end of 1st half may also sit out beginning of 2nd half
 - iii. 10 players – every player sits out for 4 rotations
 - iv. 9 players – every player sits out at least 3 rotations
 - v. 8 players – every player sits out at least 3 rotations
 - vi. 7 players – every player sits out at least 2 rotations
 - vii. 6 players – every player sits out at least 1 rotation
- m. If a team has 11 - 12 players at a game - A player may sit out for consecutive rotations only once.

6. **Referees** – One paid referee will be provided.

7. **5 second lane violation** – change possession - ref may warn the player before calling a lane violation

8. **Time Limit in Back Court** –

- a. **(4th grade or 4th/5th combined)** 5 second combined time limit to advance ball out of Back Court and Free Zone

Violation – no turnover – offense inbounds ball in front court – free zone does not apply

- b. **(5th grade)** 5 second time limit to advance ball out of Back Court

Violation – ball is turned over to opponent

9. **No Press / Limited Defense** – Fast Break / Pass Intercept / Loose Ball – in Back Court (and in Free Zone for **4th or 4th/5th combined**) –
- a. Defense may defend (one on one) only against the running fast break player – but no turnover allowed (no ball stealing)
 - b. **(4th grade or 4th/5th combined)** Defense **may not** – intercept a pass – grab a loose ball
 - c. **(5th grade only)** Defense **may** – intercept a pass – grab a loose ball
 - d. Defense may not – trap, steal or closely guard the ball handler who is standing, holding, or walking in Back Court (and in Free Zone for **4th or 4th/5th combined**)
10. **Free Zone (4th grade or 4th/5th combined)** – no defense or turnover in free zone – No Press / Limited Defense
- a. Use the top of key (top point of 3 point arc) as the reference point for a straight free zone line parallel to foul line and half court line, extending across the court - the free zone will exist behind this reference line, only until the ball crosses this free zone line. Once the ball leaves the free zone, the free zone no longer exists until there is a change in possession.
 - b. Coaches will need to agree with ref on location of the free zone line prior to the game starting - the free zone will be the area between the half court line and the free zone line.
 - c. 5 second free zone violation (ref's judgment) – combined time limit to move ball out of back court and free zone – ref whistles but offensive team gets possession back out of bounds - inside the front court - free zone no longer exists until there is a change of possession.

11. Defense

- a. Man to man only, but help side defense is acceptable, division coaches' unanimous decision/agreement prior to season starting to override and allow zone or other defenses. Refs will not call or govern use of any particular defense setup. Any violations of league agreements must be taken up with division commissioner AFTER game is complete.
- b. No Press (full court) at any time, cannot be overridden by coaches.
- c. Coaches are responsible for abiding by agreements to limit the defenses allowed.
- d. Refs will call an illegal defense violation if the defense violates No Press / Limited Defense.

12. Foul Limit

- a. 6 personal fouls - player is disqualified (fouls out) on the 6th personal foul.
- b. Coaches must keep a record of the player fouls.
- c. A player with 3 personal fouls in the 1st half can be replaced at the ref's next call for subs and that player may sit out for the remainder of the 1st half.

13. Foul Shots

- a. Foul shots (free throws) taken only for shooting fouls.
- b. Clock runs for free throws, except within the last 2 minutes of the game (end of 2nd half of the game, but not in the 1st half)).
- c. No bonus free throws (no team foul limit).

14. Ejections

- a. Anyone may be ejected from a game for any inappropriate behavior or other violation of the **ZERO TOLERANCE POLICY**. A ref may stop the game. No technical foul for spectator actions.
- b. An adult coach or adult spectator who is ejected must leave the gym location. A player or student coach under 18 who is ejected must remain on the team sidelines and be supervised by the team's adult coach/manager. However, an ejected spectator or player under 18 may leave the gym if escorted by their parent, guardian or an adult responsible for their care.

- c. All players, coaches and spectators ejected from a game shall be reported to the league officers to determine if further action or discipline is required.

6th Grade & Up Game Rules - For Boys SHL 10th thru 12th, additional rules are provided

- 2. **Ball size** – 28.5" for Girls and 6th grade Boys, 29.5" for Boys 7th & older
- 3. **Basket height** – 10 feet
- 4. **Scoreboard** – must be run by only ONE coach or adult at the scorer's table. No Scorebooks (Covid).
- 5. **Game Time (See game time modifications below for Girls 8th-12th and Boys 9th)**
 - a. **2 halves – 20 minutes each half**, 3 minute halftime break, running clock except clock stops on any whistle during last two minutes of both 1st and 2nd half of game.
 - b. Referee will allow a 3 to 5 minute warmup period.
 - c. Warmup starts BEFORE designated game time, unless previous game ended late.
 - d. The game clock will start no later than 1 minute after the 3 to 5 minute warmup period, whether teams are ready or not.
 - e. Each team need 5 players on the court before play can begin – If clock runs for 10 minutes without play beginning, the team with less than 5 players will record a forfeit. (Once a game starts, game can continue even if a team can't put 5 players on the court - When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.)
 - f. **Time-outs** – 3 time-outs per game - 30 seconds each (no carryover in overtime)
 - g. **Overtime** – 5 minute* overtime period – running clock until last minute, clock stops during the last minute in overtime period (*3 min OT or no OT, if OT will end too close to scheduled break before teams enter for next game).
 - i. Overtime period – starts 1 minute after regular time expires.
 - ii. **Only 1 overtime period is allowed** – except playoffs.
 - iii. Any 5 team players (except if fouled out) can play the overtime period.
 - iv. No subs in an overtime period except for injuries and fouling out.
 - v. **1 time-out per team in overtime (30 seconds)** – no carryover of timeouts.
 - vi. Overtime period starts with jump ball – teams defending same baskets as 2nd half.
 - vii. Team Fouls for Bonus foul shots – carries over from 2nd half.

6. Substitutions

- a. Substitutions occur at each 5 minute passage of game time. However, a team with only 1 or 2 subs on the sidelines can substitute more frequently for any player who has been in the game for more than one consecutive rotation. Substitutions must be done in rotation and distribute sideline time (minimum 2 minutes) more evenly among all players. See player grid on website.
- b. Substitutions for an injured player, a player who fouls out or is ejected can occur at any time. An injured player may re-enter the game after their injuries are attended to, but this cannot be used as a tactic to get stronger players in the game.
- c. Substitutions should be ready prior to the 5 minute marks.
- d. Clock does not stop for subs to come in. This is not a time-out unless coach uses a time-out.
- e. Coach taking too much time, per ref, will be charged a time-out by the ref for delay of game.
- f. All players that are currently on the sidelines MUST sub in at the 5 minute marks in each half. Any coach who knowingly violates this rule will be suspended for one game.

- g. <common courtesy> The same players should not be starting and/or finishing every game.
 - h. Player rotation (subs) <league guidelines> – rotations every 5 minutes – 4 rotations per half – See Player Rotation Grid on website
 - i. If a team has 6 to 10 players at a game:
 - i. No player sits out for consecutive rotations in a half
 - ii. A player sitting out at the end of the 1st half may also sit out the beginning of the 2nd half
 - iii. 10 players – every player sits out for 4 rotations
 - iv. 9 players – every player sits out at least 3 rotations
 - v. 8 players – every player sits out at least 3 rotations
 - vi. 7 players – every player sits out at least 2 rotations
 - vii. 6 players – every player sits out at least 1 rotation
 - j. If a team has 11 - 12 players at a game - A player may sit out for consecutive rotations only once.
7. **Referees** - Two paid referees will be provided. Occasionally there may be only one referee.
8. **Scorekeeper** - Coaches should agree on only ONE coach or adult to be the scorekeeper who runs the scoreboard. Only ONE person is allowed at scorer's table (Covid). Each team may keep its own scorebook – there will not be an official game scorebook.
9. **Defense**
- a. Man to man recommended.
 - b. Zone is allowed, but should be taught properly. Zone defenses should avoid simply placing players to stand and defend on a spot on the floor.
 - c. Full Court Press / Limited Defense
6th grade (or 6th/7th combined) – No press for whole game – Limited Defense in Back Court – Fast Break / Pass / Loose Ball
 - i. Defense may defend (one on one) only against the running fast break player – but no turnover allowed (no ball stealing)
 - ii. Defense may – intercept a pass – grab a loose ball
 - iii. Defense may not – trap, steal or closely guard the ball handler who is standing, holding or walking in the Back Court**Girls 8th-12th girls, Boys 7th, Boys 8th and Boys 9th** – Full court press allowed, but when a team has a lead of 10 or more points, that team may not press full court - Limited Defense allowed:
 - I. Defense may defend (one on one) only against the running fast break player – but no turnover allowed (no ball stealing)
 - II. Defense may – intercept a pass – grab a loose ball
 - III. Defense may not – trap, steal or closely guard the ball handler who is standing, holding or walking in Back Court
 - d. <common courtesy> - When one team is dominating the game offensively or defensively, that team should not steal or intercept the ball outside the 3-point arc.
10. **Foul Limit** - 5 personal fouls - player is disqualified (fouls out) on the 5th personal foul. Coaches must keep a record of the player fouls.
11. **Foul Shots**
- a. Foul shots (free throws) for shooting fouls (1, 2 or 3 foul shots per normal rules).
 - b. No 1 and 1 bonus free throws.
 - c. Double Bonus free throws (2 shots) taken after the opposing team's 10th foul in each half.
 - d. Clock runs during (free throws), except the last 2 minutes of each half.

12. Scoring

- a. 3-point line is in effect on courts where there is a 3-point line
- b. No dunking is permitted (during practice or game). Technical foul for violation.
- c. Teams will provide one coach or adult to run the scoreboard (clock).

13. Technical Fouls

- a. A player or coach may be ejected from a game after 2 direct technical fouls or 1 flagrant foul are assessed (ref discretion).
- b. Note: An intentional foul is a personal (direct) personal or technical foul, but is not the same as a flagrant foul.

14. Ejections

- a. Anyone may be ejected from a game for any inappropriate behavior or other violation of the **ZERO TOLERANCE POLICY**. A ref may stop the game. No technical foul for spectator actions.
- b. An adult coach or adult spectator who is ejected must leave the gym location. A player or student coach under 18 who is ejected must remain on the sidelines and be supervised by the team's adult coach/manager. However, an ejected spectator or player under 18 may leave the gym if escorted by their parent, guardian or an adult responsible for their care.
- c. All players, coaches and spectators ejected from a game shall be reported to the league officers to determine if further action or discipline is required.

Girls Grades 8th thru 12th Grade - Game Time Modifications

Rules are same as 6th Grade & Up, except for the following Game Time Changes

1. 4 quarters – 10 minutes each quarter, 1 minute break between quarters, 3 minute halftime break, running clock except clock stops on any whistle in last two minutes of both 1st and 2nd half of game.

Boys Grade 9th - Game Time Modifications

Rules are same as 6th Grade & Up, except for the following Game Time Changes

1. 4 quarters – 10 minutes each quarter, 1 minute break between quarters, 3 minute halftime break, running clock except clock stops on any whistle in last two minutes of both 1st and 2nd half of game.

Boys Senior High League (SHL) - Grades 10th thru 12th - Game Rules

Follow standard high school PIAA basketball rules except for the following:

1. All players present shall play at least half of the game
2. No dunking and/or hanging on the rim
3. No pressing if up more than 10 (or 15) points as set by SHL Commissioner for the whole season. See SHL Rules.
4. Ejections:
 - a. A player, coach or spectator may be ejected from a game for any inappropriate behavior or other violation of the **ZERO TOLERANCE POLICY**.
 - b. An adult coach or adult spectator who is ejected must leave the gym location. A player or student coach under 18 who is ejected must remain on the team sidelines and be supervised by the team's adult coach/manager. However, an ejected spectator or player under 18 may leave the gym if escorted by their parent, guardian or an adult responsible for their care.
 - c. All players, coaches and spectators ejected from a game shall be reported to the league officers to determine if further action or discipline is required.