

## 2023 RYBL Game Rules (Jan 2023)

**Except as modified below, the current rules of the Pennsylvania Interscholastic Athletic Association (PIAA, [piaa.gov](http://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.

If there is no game manager for a game, teams will need to recruit one coach or adult to serve as scorekeeper (to run the scoreboard) – contact League Registrar about game managers (for Sulpizio, RMS only)

### **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 officers of the league.
- Unsupervised minors will be the adult coaches' responsibility - Call security if no responsible adult is supervising the minors - referees will not be responsible for the actions of unsupervised minors.
- **COVID PROTOCOLS / RESTRICTIONS** may be reinstated – set by the league or by the facility owner

### **2<sup>nd</sup> and 3<sup>rd</sup> Grade Game Rules**

1. **Ball size** – 27" (or 27.5") – size 5 (17 oz.)
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 regularly come to games and practices.

#### 6. Referees

- a. Two adult coaches or parents - one 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 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.
- 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 (ref warns while play continues; ref may stop play) – no turnover - offense inbounds ball in front court – no new free zone until change in possession.

#### 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)

### 4<sup>th</sup> and 5<sup>th</sup> Grade Game Rules (4<sup>th</sup> Grade rules apply if there is a combined 4<sup>th</sup>/5<sup>th</sup> grade division)

- 1. **Ball size** – 28.5" for Boys and Girls
- 2. **Basket height** – 10 feet (may be lowered by agreement of coaches with division commissioner)
- 3. **Scoreboard** – must be run by only ONE person at the scorer's table.
- 4. **Game Time**
  - a. **2 halves** – 20 minutes each, 3 minute halftime break, running clock except last 2 minutes of the game (end of 2<sup>nd</sup> half of the game, but not in the 1<sup>st</sup> 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.
  - e. Each team needs 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)
  - a. **Overtime** – 3 minute running clock except the last minute (ref may cancel OT, if games are running late and if allowing OT play will further back up the remaining games of the day).
    - 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 2<sup>nd</sup> half.

**5. Substitutions** (Refs may remind coaches of guidelines; violations reported to Division Commissioner.)

- 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 a team uses a time-out.
- f. If Subs are taking too long, the ref may charge the team a time-out for delay of game.
- g. All players (up to 5) on the sidelines **MUST** sub in at the 5 minute marks in each half, except for medical/related issues. A coach who clearly violates this rule may 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 1<sup>st</sup> half may also sit out beginning of 2<sup>nd</sup> 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. If referee is unavailable, volunteers will be needed.

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

**8. Time Limit in Back Court –**

- a. **(4<sup>th</sup> grade)** 5 second combined 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. **(5<sup>th</sup> 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 4<sup>th</sup> grade) –

- a. Defense may defend (one on one) only against the running fast break player – but no turnover allowed (no ball stealing)
- b. **(4<sup>th</sup> grade)** Defense **may not** – intercept a pass – grab a loose ball
- c. **(5<sup>th</sup> grade)** 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 **4<sup>th</sup> grade**)

**10. Free Zone (4<sup>th</sup> grade)** – 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.
- b. Once ball crosses free zone line, free zone no longer exists until there is a change in possession.
- c. 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.
- d. 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 commissioners should get coaches' agreement prior to season if some use zone or other defenses will be allowed. Refs will not call violations or govern use of any particular defense. 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 the defenses allowed.
- d. Refs will call an illegal defense violation if a team violates the No Press / Limited Defense rules.

**12. Foul Limit**

- a. 6 personal fouls - player is disqualified (fouls out) on the 6<sup>th</sup> personal foul.
- b. Coaches must keep a record of the player fouls.
- c. A player with 3 personal fouls in the 1<sup>st</sup> half can be replaced at the ref's next call for subs and that player may sit out for the remainder of the 1<sup>st</sup> 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 2<sup>nd</sup> half of the game, but not in the 1<sup>st</sup> 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/supervisor. 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.

**6<sup>th</sup> Grade & Up Game Rules – See additional rules for Boys SHL 10<sup>th</sup> thru 12<sup>th</sup>, per SHL Division Commissioner**

2. **Ball size** –for Girls and 6<sup>th</sup> grade Boys 28.5" – size 6 (20 oz.); for Boys 7<sup>th</sup> & older 29.5" – size 7 (22 oz.)
3. **Basket height** – 10 feet
4. **Scoreboard** – must be run at the scorer's table. Scorekeepers (keeping the book) should sit at the table.
5. **Game Time (See game time modifications below for Girls 8<sup>th</sup>-12<sup>th</sup> and Boys 9<sup>th</sup>)**
  - 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 1<sup>st</sup> and 2<sup>nd</sup> 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. Game clock starts no later than 1 minute after 3 to 5 minute warmup period.
  - e. Each team needs 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 (ref may limit OT to 3 mins or ref may cancel OT, if games are running late and if allowing OT play will further back up the remaining games of the day).
    - 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 2<sup>nd</sup> half.
    - vii. Team Fouls for Bonus foul shots – carries over from 2<sup>nd</sup> half.
6. **Substitutions** (Refs may remind coaches of guidelines; violations reported to Division Commissioners.)
  - a. Substitutions - Player rotation (subs) *<league guidelines>* – rotations occur at each 5 minute passage of game time – 4 rotations per half – See Player Rotation Grid on website.
  - b. Special Substitutions - *A team with only 1, 2 or 3 subs on the sidelines can substitute more frequently for any player who has been in the game for more than one consecutive rotation.* Substitutions should be done in rotation or other method to distribute sideline time more evenly (players should stay on the bench/sideline for minimum of 2 mins, if possible).
  - c. 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.
  - d. Substitutions should be ready prior to the 5 minute marks. Other subs enter when ref allows.
  - e. Clock does not stop for subs to come in. This is not a time-out unless a team uses a time-out.
  - f. If Subs are taking too long, the ref may charge the team a time-out for delay of game.
  - g. All players (up to 5) who have been out of the game for 5 consecutive mins MUST sub in at the 5 minute marks in each half, except for medical/related issues. A coach who clearly violates this rule may be suspended for one game if ruled necessary by league officials. Refs are not responsible for calling violations of substitution guidelines.
  - h. Players arriving late or leaving early – NO make-up missed playing time for making substitutions.

- i. *<common courtesy>* The same players should not be starting and/or finishing every game.
  - j. 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 1<sup>st</sup> half may also sit out the beginning of the 2<sup>nd</sup> 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
  - k. 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** – If a scorekeeper who runs the scoreboard is not provided by RYB, coaches should agree on ONE person to run the scoreboard. Each team should provide their scorebook keeper who should sit at the scorer's table – Note: there will be no official game scorebook. Scorebook keepers should keep track of player and team fouls and inform coaches accordingly.
9. **Defense**
- a. Man to man recommended.
  - b. Zone defense is allowed, but should be taught properly. Coaches should avoid simply placing players on a spot on the floor to stand and defend.
  - c. Full Court Press –
    - i. **6<sup>th</sup> grade (or 6<sup>th</sup>/7<sup>th</sup> combined grades)** – No press for whole game
    - ii. **Girls 8<sup>th</sup>-12<sup>th</sup> girls, Boys 7<sup>th</sup>, Boys 8<sup>th</sup> and Boys 9<sup>th</sup>** – Full court press allowed, but when a team has a lead of 10 or more points, that team may not press full court
  - d. Limited Defense in Back Court allowed when No Press Allowed – 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 or 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
  - b. Refs will call an illegal defense violation if a team violates the No Press / Limited Defense rules.
  - e. *<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. For example, a 10 point lead may be an appropriate limit to further restrict the defense for a 6<sup>th</sup> grade division.
10. **Foul Limit** - 5 personal fouls - player is disqualified (fouls out) on the 5<sup>th</sup> personal foul. Coaches must have a scorebook keeper recording and reporting 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 Single Bonus Free Throws - 1 and 1 bonus not permitted
  - c. Double Bonus free throws (2 shots) taken after the opposing team's 10<sup>th</sup> 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. Each team will provide one coach or adult to keep their scorebook and may agree on someone to run the scoreboard (clock) if a scorekeeper to run the scoreboard is not provided by RYB.

### 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/end a 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/supervisor. 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.

### Game Time Modifications - Girls Grades 8<sup>th</sup> thru 12<sup>th</sup> Grade and Boys Grade 9<sup>th</sup>

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

- 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 1<sup>st</sup> and 2<sup>nd</sup> half of game.

### Boys Senior High League (SHL) - Grades 10<sup>th</sup> thru 12<sup>th</sup>

See the SHL Policies and Guidelines document on the RYB website.

#### **SHL Teams follow standard high school PIAA basketball rules except for the following:**

1. Playing Time - players present for the whole game shall play at least half of the game time (16 minutes).
2. Overtime Period is 4 minutes.
3. No pressing if up more than 15 points.
4. Ejections – essentially same as for **6<sup>th</sup> Grade & Up Game Rules (Rule #14)**
5. Other policies specific to the SHL division are provided on the RYB website.