

1.	RYB Rules Chart for Refs (2024)	Boys 4 <sup>th</sup> Girls 4 <sup>th</sup>	Boys 5 <sup>th</sup> Girls 5 <sup>th</sup>	Boys 6, 7, 8 <sup>th</sup> Girls 6/7 <sup>th</sup>	Girls 8-12 <sup>th</sup> Boys 9 <sup>th</sup>	Boys 10-12 <sup>th</sup>
2.	Ball size	28.5"		B6, G6/7 - 28.5" B7, B8 - 29.5"	G8 - 28.5" B9 - 29.5"	29.5"
3.	Refs	----- 1 Ref -----		----- 2 Refs -----		
4.	Game warm up time	3-5 mins BEFORE posted game start time (more time if previous game ends early) (Ref may allow 3 min warm up time and delay start of game if previous game ran late)				
5.	5 players to start game	Allow 10 min delay of tap off w/clock running -----				
6.	Game Time	---- 20 min Halves (running clock) ----	10 min Qtrs	---- 8 min Qtrs ----		
7.	Running Clock / Clock Stops	Running Clock except --- Last 2 mins of Game ---		Clock runs except Last 2 mins of Half	Clock Stops (every whistle)	
8.	Halftime / Quarter Breaks	----- 3 min Halftime -----			3 min halftime; 1 min between Qtrs	
9.	Overtime Period*	1 Overtime for 3 mins		OT - 5 mins	OT - 4 mins	OT - 4 mins
10.	Time Outs (30 seconds)	----- 3 time outs per team in regular time, 1 time out per team in Overtime Period -----				
11.	Lane Violation	-- 5 second lane violation --		----- 3 second lane violation -----		
12.	Personal Foul Limit	----- 6 Foul Limit -----		----- 5 Foul Limit -----		
13.	Foul Shots / Bonus Shots	Shooting Fouls (2/3) • <b>No 1 &amp; 1 bonus</b> • 2 foul shots on 10 <sup>th</sup> • OT carryover 2 <sup>nd</sup> half fouls				Normal rules
14.	Substitutions (clock runs)	Ref calls for subs every 5 mins (break in play)			Ref calls for subs at 4 mins (break in play)	Normal rules
15.	Free Zone**	<b>Applies Grade 4</b> Does Not Apply -----				
16.	Full Court Press	No Press Allowed - whole game (see Back Court Limited Defense)		No Press Allowed for B6, G6/7	Full Press Allowed No press by team leading by 10 or more	
17.	Limited Back Court Defense	Defense <u>may not</u> steal, trap, or guard closely in Back Court or Free Zone 4 <sup>th</sup> -5 <sup>th</sup> may defend ball handler 1-on-1 5 <sup>th</sup> may intercept pass or grab loose ball		Defense <u>may not</u> steal, trap, or guard closely Defense <u>may defend</u> ball handler 1-on-1 Defense <u>may</u> intercept pass or grab loose ball		No press by team leading by 15 or more
18.	Technical Fouls/Ejections	Normal Rules for Technical Fouls. <b>Loud profanity or lewd behavior is a technical foul (ref's discretion).</b> <b>Anyone may be ejected for any inappropriate behavior or other violation of RYB Code of Conduct.</b> <b>A ref may stop/end a game, if necessary.</b> Ejections for behavior must be reported to league officials. No technical fouls will be charged for inappropriate spectator actions, but such spectators may be ejected.				
*	Overtime periods start with jump ball - going same direction as 2 <sup>nd</sup> half; Team fouls carry from 2 <sup>nd</sup> half; Playoffs – unlimited OT periods					
**	Free Zone	Only applies to grades 2-4. See full rules for explanation of the setup and operation of the Free Zone.				