

## 2024 RYB Game Rules (Dec 2023)

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

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 most games at Sulpizio and RMS).

### 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 by a ref or be suspended or refused further participation in 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.

### Game Rules - 2<sup>nd</sup> and 3<sup>rd</sup> Grades

1. **Ball size** – 27" (or 27.5") – size 5 (17 oz.)
2. **Basket Height** - 8½ feet (lower height recommended where possible)
3. **Scoreboard** – may be used for game clock, but not the game score. Clock must be run by an adult.
4. **Scores** - No scores are kept and no scorebooks are needed.
5. **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 other 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 periods.
6. **Game Format** – Options decided by each Division Commissioner with input from Division Coaches
  - a. Purpose of Optional Formats: for all players to get more ball touches and to learn basic skills.
  - b. Half Court Option: 3v3 Game Recommended (and for practices); for part of or the whole season.
  - c. Full Court Option: can be 4v4 or 5v5; may wish to start season with Half Court thru mid-season.
  - d. Half Court Game Structure –
    - i. One team starts play from the jump circle at half court (rather than top of the key)
    - ii. Once the offensive team loses possession, the opposing team takes the ball back to the jump circle and becomes the offensive team.
    - iii. After an offensive basket, the opposing team restarts play from the jump circle.
    - iv. At halftime each team switches half of its players between the 2 half courts
  - e. Sideline Players Option (Half Court) – Purpose: to keep off-court players involved in the game
    - i. 3 players from each team are the “on court” players in each half court
    - ii. 1-3 players from each team are “sideline” players in each half court.

- iii. Sideline players must stay out of bounds on side lines only.
- iv. 2 or more players should be on different side lines (not under the basket)
- v. Sideline players may receive/make passes from/to "on court" teammate.
- vi. Sideline players cannot move on the sideline while in possession of the ball.
- vii. Sideline players cannot intercept or block passes from the sideline.
- viii. Sideline players may make inbounds passes along sideline.

## 7. Substitutions

- a. Substitutions should occur every 2-4 minutes.
- 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.
- d. <common courtesy> The coaches can call a time out at any time for instruction or a water break.
- 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.

## 8. Parent-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 (keep clock running) if necessary and explain what was wrong.
- c. Contacts fouls should be called somewhat tightly to avoid rough play.
- d. Do not allow the more aggressive players to control the game physically. Weaker players should not be overpowered by pushing, bumping, and reaching in by their opponents.
- e. Call double dribbling, walking, free zone violations, as follows:
  - If not blatant, do not stop play. (Tell the player to watch the walking, etc.)
  - If blatant, blow whistle - stop play, explain violation and return ball to same team.
- f. Try to keep the game moving but don't let fouls and violations go unchecked. Remember, your purpose is to instruct and improve the players.

## 9. 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. No foul limit per player, but a player who repeatedly commits fouls should be cautioned.

## 10. Free Zone – no defense in the free zone

- a. Free zone is from half court to the top of the key.
- b. 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.
- c. Once the ball leaves the free zone, the free zone no longer exists until a change in possession.
- d. 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.
- e. No defensive player may press, interfere, steal the ball or obstruct an offensive player in the free zone until the ball has been advanced out of the free zone.
- f. Passes totally within the free zone may not be intercepted.
- g. When the ball is not in the free zone it may be intercepted.
- h. The free zone may not be used as a stalling technique.

- i. The ball should be advanced out of the zone within 5 seconds – refs/coaches give reminders.
- j. Once the ball is advanced past the free zone and an offensive player retreats back to the zone, the defensive player may follow and defend in the free zone.
- k. The free zone also applies for offensive throw-ins.

**11. Defense**

- a. 1-on-1 (man to man) only
  - b. No double teaming or trapping
  - 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)
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**Game Rules - 4<sup>th</sup> and 5<sup>th</sup> Grades** (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" – size 6 (20 oz.); for Boys and Girls
2. **Basket height** – 10 feet (may be lowered by agreement of coaches with division commissioner)
3. **Scoreboard** – must be run at the scorer's table. Scorekeepers (keeping the book) should sit at the 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/Intercept/Loose Ball – in Back Court (+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 of 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 the division commissioner AFTER the game is complete.
  - b. No Full Court Press (no back court press) at any time (except 10.d). Coaches cannot override.
  - 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 2<sup>nd</sup> half (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. 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. Any player, coach or spectator ejected from a game shall be reported to the league officers to determine if further action or discipline is warranted.
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**Game Rules - Boys 6<sup>th</sup>-8<sup>th</sup> and Girls 6/7<sup>th</sup>**

1. **Ball size** – all Girls and Boys grade 6<sup>th</sup> - 28.5" – size 6 (20 oz.); Boys grade 7<sup>th</sup> & 8<sup>th</sup> - 29.5" – size 7 (22 oz.)
2. **Basket height** – 10 feet
3. **Scoreboard** – must be run at the scorer's table. Scorekeepers (keep the book) should sit at the table.
4. **Game Time**
  - a. **Running Clock - 4 quarters** – 10 minutes each, 1 minute between quarters. Clock stops on any whistle in last two mins of both 2nd and 4th quarters (1<sup>st</sup> and 2<sup>nd</sup> half) of game, 3 min halftime. **Overtime** – 5 minute\* overtime period (running clock) until last minute, clock stops during the last minute in overtime period.
  - 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 forfeit. (Once a game starts, the game can continue without 5 players per team on the court - When there is only one player for a team, the game is a forfeit, unless the ref believes it is possible to win the game.)
  - f. **Time-outs** – 3 time-outs per game - 30 seconds each (no carryover in overtime)
  - g. **Overtime** – ref may limit OT to 3 mins or ref may cancel OT, if games are running late and if allowing OT play will cause a significant back up for the remaining games of the day.
    - i. **1 overtime period allowed** (except playoffs) – starts 1 minute after regular time expires.
    - ii. Any 5 team players (except if fouled out) can play the overtime period.
    - iii. Overtime Subs - None except for injuries or fouling out.
    - iv. **1 time-out per team in overtime (30 seconds)** – no carryover of timeouts.
    - v. Overtime period starts with jump ball – teams defend same baskets as 2<sup>nd</sup> half.
    - vi. Team Fouls for Bonus foul shots – carries over from 2<sup>nd</sup> half.
5. **Substitutions** (Refs may remind coaches of guidelines; violations reported to Division Commissioners.)
  - a. Substitutions <league guidelines> – Refs call for subs half-way through each quarter (5 minutes) 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 refs call for subs. Other subs enter when ref allows.
  - e. **Running Clock** applies for subs - Clock doesn't stop. No time-out unless a team calls a time-out.
  - f. If Subs are taking too long (>15 secs), 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.
6. **Referees** - Two paid referees will be provided. Occasionally there may be only one referee.
7. **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.
8. **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 only for **Boys 7<sup>th</sup>-8<sup>th</sup>**, but Limited Defense allowed for **Boys 6<sup>th</sup> and Girls 6/7<sup>th</sup>**.
  - d. **Limited Defense in Back Court** allowed – Fast Break Defense / Intercept Pass / Loose Ball
    - I. Fast Break Defense - Defense may defend (one on one) only against the running fast break player – but no turnover allowed by ball stealing, trapping, or closely guarding.
    - II. Intercept Pass / Loose Ball - Defense **may** – intercept a pass or grab a loose ball.
    - III. Defense **may not** – steal the ball, trap (2 on 1), or closely guard (body block) any opposing player standing, holding, or walking (not running while dribbling the ball)
  - c. Refs will call an illegal defense violation if a team violates the No Press / Limited Defense rules.
9. **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.
10. **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 for the last 2 minutes of each half.
11. **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 game manager to run the scoreboard is not provided by RYB.
12. **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) or technical foul, but is not the same as a flagrant foul.
13. **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.
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### Game Rules - Girls 8<sup>th</sup>-12<sup>th</sup> and Boys 9<sup>th</sup>

1. **Ball size** – Girls – 28.5" – size 6 (20 oz.); Boys – 29.5" – size 7 (22 oz.)
2. **Basket height** – 10 feet
3. **Scoreboard** – must be run at the scorer's table. Scorekeepers (keep the book) should sit at the table.
4. **Game Time**
  - a. **Stopped Clock - 4 quarters** – 8 minutes each, 1 minute between quarters. Clock stops for any whistle by a ref, time out, or end of period (normal HS rules).  
**Overtime** – 4 minute\* overtime period (normal HS rules).
  - 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 forfeit. (Once a game starts, the game can continue without 5 players per team on the court - When there is only one player for a team, the game is a forfeit, unless the ref believes it is possible to win the game.)
  - f. **Time-outs** – 3 time-outs per game - 30 seconds each (no carryover in overtime)
  - g. **Overtime** – ref may limit OT to 3 mins or ref may cancel OT, if games are running late and if allowing OT play will cause a significant back up for the remaining games of the day.
    - i. **1 overtime period allowed** (except playoffs) – starts 1 minute after regular time expires.
    - ii. Any 5 team players (except if fouled out) can play the overtime period.
    - iii. Overtime Subs - Once for both teams (at same time) and for injuries/fouling out.
    - iv. **1 time-out per team in overtime (30 seconds)** – no carryover of timeouts.
    - v. Overtime period starts with jump ball – teams defend same baskets as 2<sup>nd</sup> half.
    - vi. Team Fouls for Bonus foul shots – carries over from 2<sup>nd</sup> half.
5. **Substitutions** (Refs may remind coaches of guidelines; violations reported to Division Commissioners.)
  - a. Substitutions <league guidelines> – Refs call for subs half-way through each quarter (4 minutes)
  - b. Special Substitutions - A team with only 1, 2 or 3 subs on the sidelines can substitute more frequently. 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 call for subs (4 mins). Other subs enter when ref allows.
  - e. **Stopped Clock** rules apply for subs. This is not a time-out unless a team calls a time-out.
  - f. If Subs are taking too long (>15 secs), 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 4 consecutive mins **MUST** sub in at the 4 minute marks in each quarter, except for medical/related issues. A coach who clearly violates this rule may be suspended for one game if considered 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.
6. **Referees** - Two paid referees will be provided. Occasionally there may be only one referee.
7. **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 own scorekeeper keeper who should sit at the scorer’s table – Note: there will be no official game scorebook. Scorekeepers should keep track of player and team fouls and inform coaches and refs accordingly.
- 8. Defense**
- a. **Full Court Press Allowed** - Limited Defense allowed when a team with 10+ point lead  
When a team who has a lead of 10 or more points that team may only use **Limited Defense**
  - b. **Limited Defense in Back Court** – Fast Break Defense / Intercept Pass / Loose Ball
    - I. Fast Break Defense - Defense may defend (one on one) only against the running fast break player – but no turnover allowed by ball stealing, trapping, or closely guarding.
    - II. Intercept Pass / Loose Ball - Defense **may** – intercept a pass or grab a loose ball.
    - III. Defense **may not** – steal the ball, trap (2 on 1), or closely guard (body block) any opposing player standing, holding, or walking (not running while dribbling the ball)
  - d. Refs will call an illegal defense violation if a team violates the No Press / Limited Defense rules.
9. **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.
- 10. 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.
- 11. 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 game manager to run the scoreboard is not provided by RYB.

**12. 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) or technical foul, but is not the same as a flagrant foul.

**13. 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.