

## 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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