

2024 RYB Game Rules (Dec 2023)

Except as modified below, current rules of the PA Interscholastic Athletic Association (PIAA, 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 - 4th and 5th Grades (4th Grade rules apply if there is a combined 4th/5th 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 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.
 - 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 2nd 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 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. 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. **(4th 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. **(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/Intercept/Loose Ball – in Back Court (+Free Zone for **4th grade**)
- a. Defense may defend (one on one) only against the running fast break player – but no turnover allowed (no ball stealing)
 - b. **(4th grade)** Defense **may not** – intercept a pass – grab a loose ball
 - c. **(5th 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 **4th grade**)
- 10. Free Zone (4th 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 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 2nd half (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/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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