

## 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 - Boys 9<sup>th</sup> and Girls 8<sup>th</sup>-12<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)
  - 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.

**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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