

**STANDARD RULES OF PLAY FOR**  
**NORTH READING YOUTH BASKETBALL**

**TIME:** There will be two 20 minute running time halves for the 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Boys and Girls Divisions as well as the Girls 7<sup>th</sup>/8<sup>th</sup> Division. The 7<sup>th</sup>/8<sup>th</sup> Boys Division will play two 25 minute running time halves. The clock will stop during the last one minute of a game for foul attempts. It will immediately start upon a missed foul attempt or the ball being put into play after a made attempt. During the game the referee may stop the clock as needed for an injury or other special circumstance. Each team will be allowed 2 (30 second) time outs per game. There will be a 1 minute break between quarters and 3 minutes break at half time.

Ties will be decided by a 3 minute overtime period. If the game is still tied after the first overtime a second overtime may be played. Games still tied after 2 overtimes will end as such. Overtime will only be allowed if there is sufficient time remaining in the games scheduled time slot.

Scheduled game slots for all grades is 1 hour. When the end of the scheduled time slot is reached the game will end regardless of any remaining time on the clock.

**SUBSTITUTIONS:** Subs are only allowed to enter the game following a dead ball. The coach must get the attention of the referee who will then summon the new players to the court. Constant substitutions as a means to slow the game will not be allowed.

**FOULS:** Fouls will be called by the referee and reported to the scorekeeper. A player will be removed from the game if he or she commits five personal fouls. On the tenth team foul of the half, the penalty will be two shots. Teams must provide a scorekeeper to track the fouls and score the game properly. In the 3<sup>rd</sup> and 4<sup>th</sup> grade program, which is intended to be instructional, coaches and referees should monitor and address problems as needed.

**TECHNICAL FOULS:** The Rule book penalty for a technical foul is two shots plus the ball. Any player receiving a technical foul must be removed from the game for a minimum of 5 minutes, and only allowed to return if it is appropriate. If a flagrant foul is called on any player, he or she will be ejected from the game. Examples of behavior which will result in a "T" include: Verbal abuse, taunting, profanity, temper tantrums or disrespecting an official. Coaches should not put themselves in a position to obtain a technical foul.

**DEFENSE:** All teams must play man-to-man defense. Zone defenses are not allowed and neither is double-teaming, except in the 3-second "paint" area. Defensive switching shall not be construed as double teaming. Teams have 10 seconds to bring the ball to half court. The defense must wait until the ball is in the front court before covering their opponent. The following exceptions apply:

- The Boys and Girls 7/8 Divisions may play full court man-to-man defense.
- The Boys and Girls 5/6 Divisions, may play full court man-to-man defense in the 2<sup>nd</sup> half of play.

If a team is leading by 10 or more points, then that team must stop playing full court defense until the lead falls below 10 points. The losing team may continue to play full court man-to-man defense.

**REFEREES/GAME CONTROL:** High school students have been hired by N.R.Y.B. to officiate your games. They have full authority to control the games, but in order to be successful need the support of everyone (Coaches, Players, and Parents). The refs at their discretion may extend lane violations to 5 seconds and make other adjustments to make the games go smoothly. Coaches should lead by example and promote good sportsmanship. Problems can be discussed after the game in a non-threatening manner.

**MEMBERS OF THE BOARD OF DIRECTORS ARE ALWAYS AVAILABLE TO DISCUSS ANY QUESTIONS OR CONCERNS REGARDING ANY ASPECT OF THE PROGRAM.**