

OFFICIAL PLAYING RULES

SECTION 1 - OFFICIAL RULE BOOK

The National Federation Rule Book shall be the official rules for all EDHYB games. Supplemental rules have been adopted, as described in the following sections of the EDHYB Official Playing Rules.

1.1 SAFETY FIRST

Referees may stop games at any time to investigate the condition of a player who might be hurt and shall resume play as soon as reasonable. The player may remain in the game at the discretion of his coach and the referee. The player's safety is the determining factor.

1.2 NUMBER OF PLAYERS

Games may be started with a minimum of four players.

1.3 FORFEIT TIME

If a team cannot field a minimum of four players within ten minutes after the scheduled game time, then a forfeit will be declared.

1.4 COACH CONDUCT AND RESPONSIBILITY

All coaches shall remain seated on their team bench during the contest. The head coach is responsible for all proper conduct from the team, the bench and team spectators. If necessary, coaches will be reminded to sit by a game official or league board member. Should they continue to stand, they will be assessed with a technical.

Coaches who fail to act in a manner consistent with league expectations are subject to removal at the discretion of the board.

When the coaches violate this rule, unless to call a timeout, the officials will immediately stop the game and give the coach a formal warning and an explanation that further disregard for the seated rule will result in a direct technical foul on the coach. Only one formal warning will be given. A second direct technical foul on the coach will result in disqualification from the game which is consistent with high school and college rules.

Coaches please make sure that you clearly communicate the positive expectations to your team's spectators set forth by the Leagues CODE of ETHICS document in regards to demonstrating respectful and professional behavior towards the officials, the other team and the other spectators at all EDHYB games/practices. If you notice your team's spectators behaving poorly, you need to address them and ask them to stop. We always want to encourage good sportsmanship from everyone.

Home team coach will be responsible for having a parent volunteer to do the scorebook. Visiting Coach will be responsible for having a parent volunteer sit at the table and help the home parent with keeping track of the information that goes into the scorebook.

SECTION 2 – GAME STRUCTURE & TIMING

2.1 LENGTH OF PLAYING PERIODS

There will be five (5) eight-minute periods with a running clock.

2.2 RUNNING CLOCK

Stops only for:

- a. Time outs – Head coach or player on court may request a time-out.
- b. Injuries - Player is injured.

2.3 REGULATION TIME

Last 2 minutes: If the point difference is ten (10) points or less any time during the final two minutes of the 5th period, the clock shall be Regulation Time for the balance of the period and will be shooting all of the free throws.

Regulation Time - Clock stops on all whistles/dead balls.

2.4 BETWEEN PERIODS

One (1) minute allowed between periods to make substitutions. Coaches may instruct players while they line up at the scorer's table.

2.5 HALF TIME

The 1st and 2nd periods shall constitute the 1st half. The 3rd, 4th and 5th periods shall constitute the 2nd half. Half time shall be two (2) minutes in duration.

2.6 OVERTIME

An overtime period shall be two (2) minutes in duration. The first minute shall be a running clock and the last minute shall be a regulation (stop) clock. Additional overtime periods shall be sudden death, first team to score after jump ball.

2.7 TIMEOUTS

Time-outs will be 45 seconds in duration. Each team will be allowed two (2) time-outs in each half and one (1) for each overtime period. A maximum of 1 (one) time-outs can be carried over from the first half to the second half. No time-outs can be carried over to overtime periods.

2.8 MERCY RULE

Any team up by 20 points entering the 5th period must play defense behind the half court line, no full court or half court pressure. If the lead drops below 20 points the mercy rule is not in effect. The coach of the trailing team may choose to waive this rule. The score on the scoreboard will be changed to zero's and will only be turned back on when the score is within 15 points. Score will still be kept in the scorebook.

SECTION 3 – PLAYER PARTICIPATION

3.1 *PLAYER PARTICIPATION RULE*

Every player must play one full continuous period in each half. Also, each player must sit out one full continuous period before the start of the fifth period, so as not to play the entire game (Exception: when there are only five (5) or six (6) players available to play). If a team has a player foul out before the end of the 4th period, the player that comes in must have already sat out their whole period and all other player participation rules must be fulfilled. Additionally, no player may sit twice in the first 4 quarters unless every other player has sat at least once for a whole quarter, which will impact a coach's choice for who goes in for a player that fouls out. All team and player participation shall be fulfilled by the end of the fourth period, and no free substitutions will occur until the fifth period (Exception: injury or health problem).

Please make sure you understand the playtime organizer and if you need assistance reach out to your division coordinator. If there is a violation and it is brought to the Board's attention by the opposing team, the outcome will be a forfeit by the team in violation. The violation must be brought to the Boards attention by the end of day of the occurrence.

3.2 *LATE PLAYERS*

If a player arrives late to the game, that player's participation begins at the start of the next full period. Example: if a player arrives shortly before half time, he is eligible to play at the start of the 3rd period. That player does not have to sit one full continuous period, as he has already sat out. If there are 7 players present prior to the start of the 3rd period, each player must have sat a minimum of 1 quarter prior to the start of the 5th period. Failure to do so will result in a forfeit.

3.3 *SICKNESS, INJURY OR HEALTH PROBLEMS*

A player temporarily removed from a game for injury or health reasons may re-enter at the discretion of the coach and the referee. A partial period of play for an injured player will be considered one full period of participation. The substitute player is still required to sit out one full continuous period during the game (Exception: when only five or six players available).

SECTION 4 – SHOOTING FOULS

4.1 *TECHNICAL, FLAGRANT & INTENTIONAL FOULS*

Per National Federation Rules, when the referee assesses a technical foul, two points and possession of the ball are awarded to the opponent.

4.2 *FREE-THROW BONUS RULE*

Penalty free throws will be shot on the 10th team foul in each half. Bonus free throws are one point and one shot in all divisions.

4.3 *SHOOTING FOUL RULE*

Foul on Two point shot and shot was made: When a player gets fouled in the act of shooting a two point shot and they MAKE THE SHOT, they will be awarded the two points for the shot they made and will be given the opportunity to earn one more point by shooting one free throw shot.

Foul on Two point shot and shot was missed: When a player gets fouled in the act of shooting a two point shot and they MISS THE SHOT, they will be awarded one point and will be given the opportunity to earn one more point by shooting one free throw shot.

Foul on a 3 point shot that was made: When a player gets fouled in the act of shooting a three point shot and they MAKE THE SHOT, they will be awarded three points for the shot they made and will be given the opportunity to earn one more point by shooting one free throw shot.

Foul on a 3 point shot that was missed: When a player gets fouled in the act of shooting a three point shot and they MISS THE SHOT, they will be awarded two points and will be given the opportunity to earn one more point by shooting one free throw shot.

***During the last two minutes of the 5th period and ONLY IF the score is within 10 points, EDHYB applies regular high school basketball rules as follows: no automatic points will be awarded on free throw shots. Instead, player will shoot every foul shot, just like a regulation game. Additionally, the clock will stop on free throws, fouls, out of bound plays and all whistles to stop live play.

SECTION 5 - SPECIAL RULES FOR DIVISION 3 (3RD & 4TH GRADE)

5.1 DEFENSE

Teams may play zone or man-to-man defense at any time of the game.

5.2 FOOT IN THE KEY

Once a team secures the rebound and is advancing in transition, players may not play defense until they have put one foot in the key. All defensive players must keep one foot in the key area (top of the key is included) until the ball crosses the half-court line. If a team is up by 20 points, then they must have one foot in the key until the ball crosses into the key (top of the key included).

5.3 HALF-COURT PRESS

Beginning in the 5th period, teams may half-court press after the ball is allowed to enter the front court.

5.4 FULL-COURT PRESS

Allowed during the last two (2) minutes of the 5th period and overtime.

5.5 KEY VIOLATION

An offensive player may not be in the 15-foot key area for five (5) continuous seconds. The defensive team will be awarded the ball upon a violation.

5.1 FREE-THROWS

The free throw line shall be 12 feet from the face of the backboard.

SECTION 6 – SPECIAL RULES FOR DIVISION 2 (5th & 6th GRADE)

6.1 DEFENSE

Teams shall play man-to-man defense in the entire 1st half (1st and 2nd periods). Teams may play either zone or man-to-man defense in the 2nd half (3rd, 4th and 5th periods).

6.2 MAN-TO-MAN DEFENSE

The defensive player defending the ball shall be within a six (6) foot guarding position when the guarded player has the ball and is near the three-point line. A defensive team may double-team a player who has the ball. Teams cannot double-team a player without the ball.

Penalty: Referees will give one warning to each team, and further infractions will result in a team technical foul.

6.3 PRESS

Teams may full court press during 3rd, 4th and 5th periods.

6.4 FREE-THROWS

The free-throw line will be the regulation 15 feet.

SECTION 7 – SPECIAL RULES FOR DIVISION 1 (7TH & 8TH GRADE) and HIGH SCHOOL

7.1 DEFENSE

Teams may play zone or man-to-man defense at any time of the game.

7.2 PRESS

Teams may employ a full-court press at any time during the game. However, during the first half (1st and 2nd periods), the teams shall play a man-to-man press if they press. If a team is up by 20 then they cannot press.

7.3 FREE-THROWS

The free-throw line will be the regulation 15 feet.

SECTION 8 – PLAYER CONDUCT

8.1 LANGUAGE

Absolutely no foul language will be tolerated by any player towards another player, their coach, a referee, or any spectator. Violation will result in an automatic technical and a possible ejection.

8.2 PLAYER OR COACH EJECTION

If a player or coach is ejected for a game, that player or coach will incur a one-game suspension, to be served the game immediately following the game in which they were ejected. Additional infractions (language, fighting, flagrant fouls, etc.) can result in suspension from the league, at the board's discretion.

8.3 COACHES RESPONSIBILITY

All coaches need to address behavior and language issues with players immediately and either correct them or they will receive direct technical fouls. They will not be removed from the game for the technical foul unless they receive two total technical fouls for the game. If they receive two, they will be disqualified from the game and possibly suspended for future game(s) if the behavior is egregious.