

7<sup>th</sup> and 8<sup>th</sup> Grade Rules  
ELK RIVER AREA BOYS YOUTH BASKETBALL  
(Revised January 2007)

**PLAYERS AND COACHES:**

1. **Playing Time:** All the boys on the team will play equal time during the first six periods of the game. Each coach should be committed to playing all of the players as equitably as possible during the course of the game. No player may sit more than 2 periods in a row. There will be free substitution during the last two periods of the game.
2. **Attitude:** It is mandatory that all players feel like the first five players and provide them with constructive suggestions and criticism. This means letting different players start the game. Above all, create a pleasant situation where the boys can truly enjoy the game of basketball and leave with a desire to go home and improve their skills.
3. **Sportsmanship:** Players and coaches should not dispute referees call, even if there is a reason to do so. Players should shake hands after all games. Coaches should not think of themselves and their desire to win, but they should think about their players desire to play. A win or loss will not make a big difference in a player's or coach's life.
4. **Coaching:** The opportunity to coach is a privilege granted by the Board of Directors. Any negative conduct by a coach towards players, opponents, fans or referees during practices and/or games may result in your removal as a coach.
5. **Practices and Games:** Coaches must make sure all players have safely left the building or have a parent/guardian providing supervision at the end of each practice or game.
6. **Suspension:** Any player suspended from school will not be eligible to play in a game during the suspension time. Players, fans, coaches may be suspended from games for unacceptable behavior.

**FOULS:**

1. **Players Must Raise Hands on Personal Fouls:** Players will foul out after 5 fouls. If a player has five fouls he will have to leave the game permanently (this includes overtime play). Any player on the bench may replace him. If fouls cause a team to have less than 5 players available, that team will play with that number. There are one and one free throws awarded at the 7<sup>th</sup> team foul in each half. Technical fouls will count as a personal and team foul.
2. **Technical Fouls:** (Sportsmanship violation is two (2) point penalties and loss of possession and a technical rules violation is a one (1) point penalty and loss of possession).
  - a. **Swearing** is an automatic technical foul. Taunting, verbal abuse of players or referees by players, coaches, parents or anyone else will not be tolerated and is considered a technical foul. The first violation will result in a technical foul of two points, loss of possession and a warning that another violation will result in being asked to leave the gym. A second violation is an automatic ejection for that game and possibly the remainder of the season (at the discretion of the Board). If the person refuses to leave,

the offending team will forfeit the game to the opposing team. Technical fouls may be called by the referees or by any Board Member who is in the gym. All ejections will be reviewed by the Board for possible further action.

- b. If a team calls a formal time out after they have used their limit of two per game, this will be a technical foul resulting in one point being awarded to the opponents and loss of possession of the ball.
3. **Personal Fouls Made on an Offensive Player** While in the act of shooting within the two point area will be awarded two attempts at a free throw, each shot counting if made. A foul on an offensive player while in the act of shooting in the three point area will be awarded three attempts at a free throw, each shot counting if made.
4. **Mid-court Line:** the ten second rule will apply. Over and back results in a loss of possession.
5. **Free Throw** Free throws will be taken for fouls committed during the act of shooting until the Bonus is in effect. An intentional foul will result in 2 free throw attempts and possession of ball. Free throw line will be at 15ft. Over the line in the act of shooting is a violation and no credit will be given for any basket made. On a free throw, players cannot enter the lane until after the ball hits the rim. Opponent players entering the lane before the ball hits the rim will allow the shooter to re-shoot (if desired). Shooting team's players entering the lane before the ball is released will cause the shooter's shot to be lost (and any points scored from such shot.) 1 & 1 bonus will be awarded on the 7<sup>th</sup> team foul. 2 shots will be awarded when fouls are committed during the act of shooting (or 3 shots for a 3 point attempt)
6. **Three Second Lane Violations:** offensive players may not stay in the lane for more than three seconds. Breaking of this rule results in loss of possession to the other team. Time restarts when the ball hits the rim or player leaves the lane.
7. **Forward Progress:** The offensive team may not stall the game by not making forward progress with the ball toward basket. The offensive team must, after passing the mid-court line, make progress towards the basket every 5 seconds. This rule enforced at the discretion of the referee.

#### **SHOTS:**

1. **Three Point Play:** Any legal shot made from 19 feet 9 inches or more out from the basket will count three points on the score.
2. **Free Throw:** Per half or per overtime: One on one bonus at the 7<sup>th</sup> team foul. 2 shots will be awarded after the 10<sup>th</sup> team foul.

#### **PLAY:**

1. **Length of Game:** The game will be divided into 8 five minute periods. Three will be a two minute half-time. Official's time out will be taken for injuries. The first overtime will be two minutes in length. If the game is tied after one overtime the game will go to sudden death. During overtime, a coach may play any five eligible players they choose, as long as they have not

fouled out. During tournaments there will be (2) two minute overtimes. If the game is tied after two overtimes, the game goes into sudden death.

2. **Clock:** Running time, stopping on all free throws. Last two periods of the game there will be a stop time on the referee's whistle unless the game score is more than 20 points apart.
3. **Jump Balls:** Legal jump balls start the game. There will be alternate possessions throughout.
4. **Time Outs:** Teams are allowed two time outs per normal game to be used anytime. One time out in each overtime only. If a team calls a time out after they have used theirs, it is an automatic technical foul and will result in a one point penalty and loss of possession. Time outs will last for one minute.
5. **Injuries:** Clock stops on referee's whistle. Injured players will be replaced by a player on the bench with equal ability. If a player is taken out of a period due to an injury, it will be considered as a period played if over halfway through the period. The player replacing the injured player will not be charged with a period played if over half of the period has been played. Any player's injury involving the evidence of blood shall be immediately benched until the bleeding is stopped and properly covered in a way to prevent any further exposed bleeding.

#### **GAME:**

1. **Height of the basket:** will be ten feet.
2. **Offense:** Any team may start and play with less than 5 players. There are no restrictions on offense.
3. **Defense:** No full court press is allowed by team leading by 20 points or more, otherwise, no restrictions on defense.
4. **At the Game** the coach is expected to provide a complete roster of players (including names and player numbers) to the scorer's bench before game time. Providing a person to run the clock will be the responsibility of the home team (team listed first in the playing schedule is considered the home team) and the visiting team will provide a scorer. This arrangement may be alternated upon approval of both coaches.

Coaches and team members are expected to be ready to play at the start of game time. If a team is not ready within 5 minutes after the established start of the game, that team will automatically forfeit the game. The referee will enforce this rule.

There will be a two minute half-time with no warm-ups during this time.

Maximum of two coaches on the bench during game (Technical foul violation).

It is the referee's responsibility to determine start and stop times and keep the games on time. Their decisions are final.

If a league referee is not there by the time the game is to start each team shall provide a referee until a league referee arrives. ERBYB Board members may act as referees if needed.

