



## **7th & 8th Grade Boys Rules**

### **Defense**

- Zone defense or man-to-man defense is allowed.
- No guarding in the backcourt
- If a player interferes with a pass in the backcourt OR fouls in the backcourt:
  - 1st offense = warning from referee
  - 2+ offenses = a technical foul (2 shots and the ball)

### **Offense**

- Scoring maximum for a single player in regulation time is 25 points. If the game goes to overtime, the player may resume scoring with no limit.
- 3 point baskets count
- If a player has 24 points and scores, only 1 point will be awarded.
- If a player with 24 points is fouled resulting in two (2) shots, another player from the floor may take the second shot if the first shot is made.
- The team shooting will choose the other shooter, who has to have been on the court at the time of the foul.

### **Clock Management**

- During the last two minutes of a game, after a basket or out of bounds or a timeout, the clock will not start until the ball crosses

half court. The clock does not stop on a live play such as a steal or a rebound.

Playing Time:

- We play eight (8) four (4) minute periods.
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Players at Game	Periods to be Played	Top 2 Players Play
11	4 play 3 periods 7 play 4 periods	4
10	10 play 4 periods	4
9	5 play 4 periods 4 play 5 periods	5
8	8 play 5 periods	5
7	2 play 5 periods 5 play 6 periods	5
6	2 play 6 periods 4 play 7 periods	6

- If a player fouls out he must stay in the game for his minimum number of periods required based on the number of players at the game.
- A player must play a minimum of 3 full periods
- Failure to comply, may result in a game suspension or forfeiture. Players must play a minimum of one period each half. Players that arrive after the start of the fourth period are required to play a minimum of two periods in the second half.

Top-Two Players

- In this league, the top two playing time only becomes an issue when there are 7 or less players at the game.

Substitutions

- No subs are allowed between periods 1-7, except in case of an injury. If a player enters a period for an injured player and plays two or more minutes, it will count against their periods played

and not the injured players period. During the final period, free subs are allowed as long as the player being subbed out has played his minimum number of periods. If you sub at the end of the game you CANNOT put in a top two player to gain an advantage in playing time.

#### 20 Point Lead Rule:

- If your team is leading by 20 or more points in a game you are not permitted to run fast breaks or trap. Slow it down and work on things that you might want to use in a tight game in the future - set plays, burning the clock...Sometimes it is difficult to slow the players down but please try to do so. If the lead goes below 20 points you can fast break and trap again until the lead goes back to 20 or above.

#### Fouls

- Shooting fouls result in two foul shots.
- Each team is allowed six (6) team fouls per half. On the seventh foul in the half a one and one shooting situation is given to the offensive team. On the tenth foul of the half two shots are given.
- Player control fouls are not shot but charged as a personal foul to the player and as a team foul.
- Players are allowed four (4) fouls and foul out of the game on their fifth foul. A player must stay in the game if he has not completed his minimum periods that he is required to play based on the number of players at the game. This player cannot score and if he commits a foul a 2 shot technical foul will be awarded and possession is retained.
- If a player commits his fifth foul and has played the minimum periods required for the number of players at the game, this player has fouled out and must leave the game. (e.g., if the player was scheduled to play 4 periods but the minimum number of periods players on his team will play is 3 and he fouls out during the fourth period of play, he has fouled out and must leave the game.)
- All technical fouls are two shot fouls and possession is retained.

- Technical fouls count as a personal and a team foul.
- In the event of overtime the foul status at the end of the game does not reset but carries over into overtime (e.g., if a team is shooting one and one at the end of the game they continue to shoot one and one in overtime).

#### Official Score:

- The home teams' scorebook is the official scorebook for each game if there is a scoring dispute. It is critical that you have a parent representing your team keeping score at the scorers table at each game. If there is a dispute about the score, it should be worked out. You will also want to keep track of fouls and scorers maxing out.
- The child working the clock is NOT responsible for the official score. If you notice the score on the clock is not accurate please point it out to the ref who will speak with the games scorekeeper.

#### General Rules:

- All games must start on time, any changes of game times must be approved by the league commissioner.
- If a coach is aware that the team will have less than 5 players before game days on Saturday, he/she needs to notify the league commissioner.
- There will be a 15 minute grace period if a team does not have 5 players. Once that 15 minute grace period ends the game will be cancelled. The league still encourages both teams to use their gym time and play even if that requires one team to lend a player to another team in scrimmage format.
- The league will guarantee two referees and one score keeper per game. The score keeper is responsible for the game clock and NOT responsible for keeping a team's score book, that is for a coach or parent to keep track of.
- Every team is supplied two balls and it should be brought to every practice and game.
- Coaches are responsible for the decorum of their team, this includes assistant coaches, parents and most importantly

players. Good sportsmanship must be taught and displayed at all times. Any person who abuses this may be ejected from the gym and potentially barred from attending further games.

- Players should NOT bring basketballs to games, coaches should ensure that 2-3 are provided for their team.
- Players who are registered with the Syosset Basketball League are only players who are eligible to play in games.
- Our 7th and 8th grade league is composed of 12 and 13 year old boys. It is our desire to have each coach assume the responsibility of teaching their players, about the game of basketball and about good sportsmanship. Players are to play at the best of their ability and coaches should attempt to make sure each player scores during the season.
- Coaches will have some latitude in addressing referees. Calls are allowed to be questioned and explanations are allowed to be requested. If at any point a coach becomes abusive of a referee, it is up to the discretion of the ref to award a technical foul, eject the coach from the game, giving the opposing team two foul shots and possession of the ball. At this level, players are not permitted to argue calls with officials. If coaches, parents and players are unable to follow these rules, the person involved will be subject to ejection, other possible violations given from the SBL Administration.

## Time Outs:

- Each team gets four (4) timeouts per game for regulation time.
- Each team is awarded one (1) additional timeout if the game goes to overtime.
- Unused timeouts from regulation are allowed to be carried over into overtime.
- If a team calls a timeout but does not have any left, a technical foul will be assessed, resulting in two (2) foul shots and possession.

**Overtime** – In the event of a tied score at the end of regulation time, three (3) minute overtime periods will be played until a winner is determined.