

## EAST HANOVER BASKETBALL ASSOCIATION – 2011-12

### RULES OF PLAY

Unless otherwise stated in the following rules for EHBB, regular high school rules will apply to games at all divisions.

#### **1. POSSESSION:**

Each game will start with a jump ball. Alternating possession will apply for the remainder of the game with respect to held ball situations and the beginning of the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> quarters. In the event of overtime, the extra period will start with a jump ball followed by alternating possession.

#### **2. IN-BOUNDING PASSES:**

3<sup>rd</sup> & 4<sup>th</sup> Grade: If the ball goes out of play in the team's offensive end (frontcourt), the point that the ball will be in-bounded will be the area above the hash marks. This pass cannot be contested when put in play behind this point.

In the last two (2) minutes of the game, if the ball goes out of play in the team's offensive end, the ball must be in-bounded in the team's offensive end both above the hash marks and uncontested. A backcourt violation will be called if ball is in-bounded in the backcourt. This rule put in place to stop a team from running off ten (10) seconds in the backcourt when the defensive team cannot cover the backcourt.

5<sup>th</sup> & 6<sup>th</sup> Grade: Regular high school rules apply to front court play. Ball is put in play at point of the violation. In-bounding in the backcourt cannot be contested except in the last two (2) minutes of each half.

7<sup>th</sup> & 8<sup>th</sup> Grade: Regular high school rules apply throughout the game.

#### **3. PERSONAL FOULS:**

All players are disqualified on their 5<sup>th</sup> personal foul of the game (also see section on Technical Fouls).

If only five (5) players are available in the game, and one or more of the remaining players picks up his 5<sup>th</sup> personal foul, the player(s) remain in the game. Starting with their 5<sup>th</sup> personal foul, team is awarded two-shot technical and ball out of bounds. If over the limit, 1&1, two-shot technical plus ball out of bounds, in the act of shooting 2 or 3 foul shots, two-shot technical plus ball out of bounds.

If a team has 6 kids and 2 kids foul out, the lower rated kid goes into or stays in the game plus the above shooting rules apply.

#### **4. TEAM FOULS:**

Six team fouls are allowed per half. The 1 and 1 foul shooting bonus is in effect on the 7<sup>th</sup> foul (see section on Technical Fouls).

#### **5. TECHNICAL FOULS:**

A technical foul assessed against a player will also count as a personal foul and be counted as a team foul. A technical foul against the coach will also be counted as a team foul.

With regards to:

- A. First Offense: Two (2) foul shots and possession to the opposing team.
- B. Second Offense: Two (2) foul shots and possession to opposing team. Player Ejected.

The opposing team must choose a player on the floor to shoot foul shots.

Calling more time outs then allotted will result in a technical foul.

A warning will be given for the 1<sup>st</sup> violation per team per game for an **illegal defense**, all subsequent violations will be a two (2) shot technical foul and also a team foul will be assessed.

#### **6. EJECTIONS, SUSPENSIONS AND DISCIPLINARY ACTION:**

Fighting will result in an automatic ejection from the game & May Lead to Suspension

A Flagrant Foul will also result in an automatic ejection from the game & May Lead to Suspension

Each Division Director will meet with both coaches and referee after problematic game to discuss ejection. The Division Director will meet with Board to address any disciplinary actions. The Director will communicate such actions to coaches.

Code of Conduct – All coaches, parents and referees must adhere to the following: If a parent or coach becomes a problem, referee will ask coach to address that parent or coach. If problem continues with that parent or coach, they will be asked to leave the gym. If parent or coach refuses, the game will be forfeited.

Disciplinary action will be reviewed on an individual basis.

## **7. FIVE (5) SECOND CLOSELY GUARDED RULE:**

The Five (5) Second Rule will be enforced at the 5<sup>th</sup> / 6<sup>th</sup> and 7<sup>th</sup> / 8<sup>th</sup> grade divisions.

The Five (5) Second Rule will be enforced at the 3<sup>rd</sup> / 4<sup>th</sup> grade division only in the last two (2) minutes of the game. This rule put in place to avoid a team from running out the clock by one player dribbling the ball when double-teaming is not allowed.

## **8. TIME-OUTS:**

3 <sup>rd</sup> / 4 <sup>th</sup> Grade Division	2 per half
5 <sup>th</sup> / 6 <sup>th</sup> Grade Division	4 per game
7 <sup>th</sup> / 8 <sup>th</sup> Grade Division	4 per game

An additional time-out is awarded to each team per overtime period.

## **9. PLAYING TIME (QUARTERS):**

3<sup>rd</sup> / 4<sup>th</sup> Grade Division – Eight (8) minute running time quarters. The clock will stop for all foul shots, time-outs and in the last minute of the 4<sup>th</sup> quarter.

*The following rules apply for players arriving late to a game:*

- *If a player arrives before the second quarter starts, he must play the second quarter and one quarter in second half.*
- *If a player arrives after the second quarter starts, he can only play in the second half (coaches have discretion to install that player for one or two quarters in the second half).*
- *If a player arrives before the fourth quarter starts, he must play the fourth quarter.*
- *If a player arrives after the fourth quarter starts, he cannot play (unless to substitute for an injured player or one that fouls out).*

5<sup>th</sup> / 6<sup>th</sup> Grade Division – Eight (8) minute running time quarters. The clock will stop for all foul shots, time-outs and in the last four (4) minutes of the 4<sup>th</sup> quarter.

- *If one team is ahead by twenty-five (25) points or more (during the last four minutes of regulation time in the 5<sup>th</sup>/6<sup>th</sup> Grade & the last minute in the 3<sup>rd</sup>/4<sup>th</sup> Grade) the clock stops for time-outs only. If the losing team cuts the lead under twenty-five (25), the clock then stops on all whistles.*

*The following rules apply for players arriving late to a game:*

- *If a player arrives before the second quarter starts, he must play the second quarter and one quarter in second half.*
- *If a player arrives after the second quarter starts, he can only play in the second half (coaches have discretion to install that player for one or two quarters in the second half).*
- *If a player arrives before the fourth quarter starts, he must play the fourth quarter.*
- *If a player arrives after the fourth quarter starts, he cannot play (unless to substitute for an injured player or one that fouls out).*

## **10. OVERTIME PLAYING TIME:**

3<sup>rd</sup> / 4<sup>th</sup> and 5<sup>th</sup> / 6<sup>th</sup> Grade Divisions:

Coach has option to play whoever he wants in the overtime period.

## **11. PLAYING TIME**

7<sup>th</sup> / 8<sup>th</sup> Grade Division – Two (2) twenty (20) minute running time halves. The clock will stop for all foul shots, time-outs and in the last four (4) minutes of the 4<sup>th</sup> quarter.

- *If one team is ahead by twenty-five (25) points or more (during the last four minutes of regulation time) the clock stops for time-outs only. If the losing team cuts the lead under twenty-five (25), the clock then stops on all whistles.*

*The following rules apply for players arriving late to a game:*

- *If a player arrives in a first half, he must play the remainder of the half (up to the allotted seven minute minimum playing time) and the minimum seven minutes for the second half.*
- *If a player arrives in the second half, he must play the remainder of the half (up to the allotted seven minute minimum playing time).*

**Overtime Playing Time Rules:**

*Coach can substitute freely in overtime. Players are not required to “make-up” missed time due to late arrival.*

**12. RESOLVING TIE GAMES:**

To resolve ties, one (1) two (2) minute overtime period will be allotted. The last minute will be stop time.

*All overtime games will be decided by playing two (2) minute overtimes. The first minute will be running time except for time-outs and foul shots, and the second minute; the clock will stop on all whistles. There will be no limit to how many overtimes are played. No game will end in a tie.*

**13. LINE-UPS:**

Coaches are to exchange playing line-ups before the game commences.

All Number One Drafted Players Must Sit-Out during the Second Quarter. (Unless Team only has Five Players Available)

See rules on playing time to resolve situations when teams do not have equal number of players.

**14. SCORING:**

Each coach is to provide the scoring table with a copy of his player’s names in numerical order by player number before the game starts. This will help facilitate record keeping.

*The Home Team scoring book is the official game book unless a designated person is put in charge of the official game book agreed to by both Coaches at the beginning of the game. Coaches are encouraged to check their book against that of the other team and the official book at the end of each quarter.*

**15. DEFENSE:**

3<sup>rd</sup> / 4<sup>th</sup> Grade Division – Once a team has obtained possession of the ball by rebound, steal or violation, the opposing team cannot further contest the ball and must drop back into their defensive end of the floor below the hash marks until the ball crosses the mid-court line.

*The referees will give the defense two (2) warnings if this happens and on the third warning a technical foul will be assessed against the defensive team.*

3<sup>rd</sup> / 4<sup>th</sup> Grade Division – Only man to man defense is allowed. No zone and no full court press are permitted.

Double-teaming is only allowed in the lane area.

A warning will be given for the first violation per team per game for an illegal defense, all subsequent violations will be a two (2) shot technical foul and also a team foul will be assessed.

5<sup>th</sup> / 6<sup>th</sup> Grade Division – Zone defense and double teaming allowed throughout the game. Full court pressing allowed only in the last two (2) minutes of each half. Full court pressing will not be allowed if a team is winning by fifteen (15) points or more. When lead drops below fifteen (15) points, team can resume pressing.

5<sup>th</sup> / 6<sup>th</sup> Grade Division – Once a team has obtained possession of the ball by rebound, steal or violation, the opposing team cannot further contest the ball and must drop back into their defensive end of the floor below the hash marks until the ball crosses the mid-court line.

*The referees will give the defense two warnings if this happens and on the third warning a technical foul will be assessed against the defensive team.*

7<sup>th</sup> / 8<sup>th</sup> Grade Division – Man to man, zone, full court press and double-teaming are allowed for the entire game (regular high school playing rules apply).

Full court pressing will not be allowed by a team that has a fifteen (15) or more point lead. If the lead drops below fifteen (15) points then the team can resume full court pressing if desired.

## **16. Halftime:**

3<sup>RD</sup> / 4<sup>TH</sup> Grade Division – Ten (10) lay-ups, the team with the most successful layups will receive 3 points added to their score and the other team will receive 1 point. If there is a tie, both teams receive 2 points

5<sup>th</sup> / 6<sup>th</sup> Grade Division – Ten (10) foul shots will be taken at halftime.

*Team who makes more foul shots, will receive 3 points added to their score and the other team will receive 1 point. If there is a tie, both teams receive 2 points*

## 17. PLAYING TIME:

Each player is required to play a minimum of two (2) quarters at all division levels. The 7<sup>th</sup> / 8<sup>th</sup> Grade Division is to continue to play two (2) twenty (20) minute halves. At seven (7) minutes into each half, the referee will blow his whistle and however many kids are on the bench (most likely 3 or less), bring these kids in the game to replace any three existing players (this is not a time-out, clock will stop and kids replaced immediately. Team with ball regains possession). This leaves 2-4 kids who have played the whole game up to that point on the court. In the following seven minutes, the coach may decide to substitute the kids who have not come out of the game. In the second half, the coach has the option not to replace the kids who did not come out in the first half. This will ensure that all the kids will get their appropriate playing time.

The 3<sup>rd</sup> / 4<sup>th</sup> and 5<sup>th</sup> / 6<sup>th</sup> Grade Divisions allocate playing time by having players participate in full quarters (no free substitutions). Each player must play a minimum of one quarter per half.

Coaches should instruct their players to be present at the gym twenty (20) minutes prior to game time. Coaches should then meet prior to the game and complete their game line-ups using the PLAYING TIME QUARTER SHEETS.

The league has been organized so that each team is to have eight (8) players on their roster (when possible). When each team has their full eight (8) man roster, the playing quarters should be broken down as follows:

4 players play	3 quarters
4 players play	2 quarters.

## 18. ARRIVING LATE FOR GAME:

3<sup>rd</sup> / 4<sup>th</sup> and 5<sup>th</sup> / 6<sup>th</sup> Grade Division:

The following rules apply for players arriving late to a game –

If a player arrives before the second quarter starts, he must play the second quarter and one quarter in the second half.

If a player arrives after the second quarter starts, he can only play in the second half. (Note: Coaches have discretion to install that player for one or two quarters in the second half).

If a player arrives before the fourth quarter starts, he must play the fourth quarter.

If a player arrives after the fourth quarter starts, he cannot play (unless to substitute for an injured player or one that fouls out).

7<sup>th</sup> / 8<sup>th</sup> Grade Division:

The following rules apply for players arriving late to a game –

If a player arrives in the first half, he must play the remainder of the half (up to the allotted seven minute minimum playing time) and the minimum seven minutes for a second half.

If a player arrives in the second half, he must play the remainder of the half (up to the allotted seven minute minimum playing time).

If a player arrives after regulation, he will not be able to play in overtime.

**TEAMS WITH UNEQUAL ROSTERS OR ABSENT PLAYERS**

If one of those teams has their top two (2) players and the other team does not, both teams must revert back to examples on page 7 and 8. Many situations occur during the season where teams meet with unequal playing rosters (Example: one team with 8 players and the other with 6 or 7). The league policy in these situations is that the team with the greater amount of players should not be placed at a disadvantage by the team coming to the game with fewer players.

The two most common examples are when one team has fewer players on its active roster, or when one team has one or more players absent from a game.

**UNEQUAL ROSTERS**

Below you will find guidelines for playing time based upon player ratings and roster differences.

<b>8 Player Team</b>		<b>vs.</b>	<b>7 Player Team</b>	
<b>Player Rating</b>	<b># of Quarters</b>		<b>Player Rating</b>	<b># of Quarters</b>
1	3		1	3
2	3		2	3
3	3		3	3
4	3		4	3
5	2		5	3

6	2	6	3
7	2	7	2
8	2		

The 7 man team must play 6 players for 3 quarters and 1 player for 2 quarters.

8 Player Team		vs.	6 Player Team	
Player Rating	# of Quarters		Player Rating	# of Quarters
1	3		1	3
2	3		2	3
3	3		3	3
4	3		4	3
5	2		5	4
6	2		6	4
7	2			
8	2			

With this roster example, the team with 6 players must play their 2 lowest rated players in order to equalize the playing time for the lower half of the roster.

7 Player Team		vs.	6 Player Team	
Player Rating	# of Quarters		Player Rating	# of Quarters
1	3		1	3
2	3		2	3
3	3		3	3
4	3		4	--
5	3		5	--
6	3		6	--
7	2			

**REMEMBER:** The team with the greater number of players should not be placed at a disadvantage by the team coming to the game with fewer players.

**In no case should a #1 rated player be used to make up lost quarters. The only exception would be if the team only has 5 available players, or to equal the playing time of the opposing team's #1 rated player.**

## **PLAYER INJURY OR DISQUALIFICATION**

### **3<sup>rd</sup> / 4<sup>th</sup> & 5<sup>th</sup> / 6<sup>th</sup> Grade Divisions**

In the event of an injury, the referee may stop the game to check on the condition of the player. The player may remain in the game if he is deemed able to play and does not have to be replaced by a substitute.

If an injured player must be removed from a game during his playing quarter, he must be replaced with a player with a lower rating (when available). If the player is able to continue to play, he should return to the game at the earliest opportunity. This is the only time that substitution is allowed.

If a player is disqualified from the game, he must be replaced in the game by a player with a lower rating (when available).

## **24. EQUIPMENT:**

3<sup>rd</sup> / 4<sup>th</sup> Grade Division will use the 28.5" ball.

5<sup>th</sup> / 6<sup>th</sup> and 7<sup>th</sup> / 8<sup>th</sup> Grade Divisions will use a regulation 30" ball.

## **25. TIE BREAKERS:**

*Tie Breakers will be used to determine the final standings for the regular season in case of a tie and the seeding purposes for the Playoffs.*

- 1. Head to head record against the other tied team;*
- 2. Higher winning percentage against higher ranked teams;*
- 3. Margin of victory against tied team;*
- 4. Coin toss.*

Revised December 8, 2011