

**EBPL BASKETBALL RULES**  
**November 2016-17**

1. **RULE BOOK.** Play shall be governed in order of priority, first by the EBPL rules listed below, second by the Oakland CYO Basketball rules and finally by the current edition of the National Federation on State High School Association Rule Book for boys' and girls' competition. Copies of all three of these rules MUST be available at the scorer's table for every game in every gym.

2. **LENGTH OF QUARTERS.**

- a. For 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grades, Quarters shall be six (6) minutes.
- b. For 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> Grades, Quarters shall be seven (7) minutes.

3. **EQUIPMENT.**

- a. A 28-1/2" basketball shall be used in the 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Grades; and a regulation size ball shall be used in the 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> Grades. **(Note:** A regulation ball for Girls' play is the 28-1/2" size.)
- b. All players on a team must have a uniform of the same color, with a number different than each of his teammates.
- c. All players must wear gym shoes.

4. **PLAYING RULES.**

- a. The time is kept as a running clock. The clock stops ONLY for:

- (1) free throws, shooting fouls and technical fouls
- (2) time-outs
- (3) held balls

*except* for special situations in the last two minutes of a game as indicated below. To clarify, the clock, therefore, will not stop on violations (i.e. traveling, double-dribble) or non-shooting fouls.

Last two (2) minutes of the game:

In the last two minutes of the fourth quarter if a team is behind by less than 10 points in 3<sup>rd</sup>-5<sup>th</sup> Grades, and less than 15 points in 6<sup>th</sup>-8<sup>th</sup> Grades, the clock WILL stop with every referee whistle, for free throws, shooting and non-shooting fouls, held balls, time outs and violations. The running clock in the Overtime period will similarly also stop with every referee whistle.

The objective of the above rule is to ensure that games can be played within the one hour time slot allotted in each gym.

- b. One (1) minute between quarters, and five (5) minutes between halves.
- c. Overtime is three (3) minutes (the maximum is two (2) overtime periods); then, sudden death. (First to score either free throw or field goal.)

- d. The games begin with each team shooting at the basket further from its bench.
- e. T-Shirts must match uniform colors, and extra uniforms should be brought in case a player receives an open wound or is bleeding.
- f. Players are allowed to play on more than one team (EBPL and city), provided that they do not play more than one game per day.
- g. The scoreboard shall not be used, and no standings will be kept in 3<sup>rd</sup> Grade play.
- h. Three Point Shot: The three point shot shall be used only in the 8<sup>TH</sup> GRADE

**5. ALL PLAY RULE.** Each team must play all healthy, uniformed players according to the following formula: The all-play rule applies to both halves of play. During all four (4) quarters, each quarter will be divided into two periods for a total of eight (8) playing periods. The time of each playing period will be on the clock. All healthy, uniformed players up to a number of twenty (20) players must play the minimum of a full, continuous playing period during the first half, and again during the second half. Every player entering for the first time in each half must enter at the beginning of the playing period and play the full playing period. The only exception to the rule will be due to injury or disqualification. The team in possession of the ball will retain it at the beginning of the subsequent period with a throw-in at the spot of the sideline nearest the point of last possession.

**6. REFEREES.** Referees must be paid in cash to the head official prior to the game. The fee for 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> Grade is \$28.00, and all other grades, is \$26.00.

**7. COACHES.** No more than three coaches should sit on the bench during the game. Any coach who sits on the bench must have a certification card, must sign the score sheet at the beginning of the game, and must remain seated during the game, except for time-outs.

**8. GYMS.** Every gym will provide a person to handle crowd control. That person should contact the head official prior to the beginning of the first game.

**9. PRAYER.** Every game will begin with a prayer at Center Court to be lead by the team whose name appears second on the schedule. It is to be strongly encouraged that the audience be requested to stand for the prayer and hold hands just as the players will be required to do.

**10. TECHNICAL FOULS.** All technical fouls must be reported to the League President, or the score sheet sent noting the reason for the technical foul. Two (2) technical fouls for unsportsmanlike conduct in one-year results in a two (2) game suspension. Three (3) technicals in one year result in a hearing by the Sportsmanship Committee, and suspension until a decision is made. Technical fouls can be assessed until the official leaves the gym for the day or evening. One-Team Warning per game for interfering with the ball after a goal and technical fouls thereafter. Technicals are counted for team fouls, and disqualifying personal fouls. Excessively swinging arms or elbows is a technical foul. One technical only will be assessed for any and all administrative violations, e.g., three (3) persons showing up at halftime only one (1) technical will be charged to allow them to enter the game, or T-shirts that do not match the color of the uniform. See also rule no. 14 for technical fouls on coaches and spectators.

**11. FREE THROWS.** Free throws in 3<sup>rd</sup> and 4<sup>th</sup> Grades will be shot from the shorter line (halfway from the free throw line to the circle in the key). Other grades will shoot from the regulation free throw line. No substitution shall be allowed when two free-throws are being

attempted until the second free throw is about to be attempted, or after the final attempt is successful. Bonus begins with seven (7) team fouls per half; two (2) free-throws are awarded on ten (10), and all subsequent fouls.

**12. TIME-OUTS.** Any player on the court and the head coach may signal for a time-out. A time-out may not be called by a coach other than the head coach. EBPL allows four (4) time-outs per game. Split quarters are not time-outs, and will be charged as a time-out if players do not enter immediately after the official calls for players to enter.

**13. PRESS.** For Boys Basketball, there is no “Full Court Press” in any situation for 3<sup>rd</sup> Grade. For Girls Basketball, there is no “Full Court Press” for 3<sup>rd</sup> or 4<sup>th</sup> Grade; Girls Basketball Grade 4 may only press half court, provided, however, that players may “Full Court Press” in the second half in the final 60 seconds of the 4th quarter, unless a team is leading by 10 or more; Grade 4 may also “Full Court Press” in any overtime period. Grade 3 may not play defense outside of the three point arc. After crossing half-court, the Grade 3 offensive team must make movement to attack the basket within 10 seconds. After the first infraction of the offensive team failing to attack the basket within 10 seconds, play will be stopped and the offensive team will be given a warning. A second infraction will result in a change of possession to the defensive team. A “No Press Rule” is applicable when a team has a 10 point (4<sup>th</sup> and 5<sup>th</sup> grade) or 15 point (6<sup>th</sup>-8<sup>th</sup> grade) lead. A “no press” situation means, except as set forth above for third grade, that (a) no defensive player may take up defensive position or make defensive moves closer to the half court line than the top of the key it is defending with an imaginary line extended from that top of the key to the sideline on each side; and (b) the defensive team may not double-team the opponent who has possession of the ball, unless he/she is in the key or driving towards the basket.

**14. COACH/SPECTATOR BEHAVIOR.** Coaches shall not stand up to coach. A coach may stand up to speak to his/her players on the bench, to clap, or occasionally to stretch, but a coach may not stand and yell instructions to players on the floor. A coach may not approach the scorer’s table without obtaining the permission of a referee and may only approach with a referee. A coach may politely request information about the number of fouls or timeouts if that does not distract the scorekeeper from his or her duty. A violation of these rules shall be a technical foul, but only after one warning is made. Spectators must comply with the CYO Code of Conduct for spectators. They shall not complain about the officiating, yell to the officials, or yell at players. A violation of this rule shall be a technical foul on the head coach and shall cause the removal of the offending spectator, but only after one warning is made. The warnings called for in this Rule No. 14, shall be given by the referee or the host gym person–in-charge and cause there to be a stop in play. The warning shall be given to the offending coach and the other team’s coach shall be informed of the reason for the warning. Each coach shall be given two minutes to notify his or her spectators of the reason for the warning.

**15. FORFEIT.** Game time is forfeit time. A game may be played with only four players. If additional players are added within the first half, and those players are able to meet the provisions of Rule No. 5 (above) concerning the “all-play” rule in that half, there shall be no technical foul. If a player plays without meeting Rule No. 5 (above), there will be a technical foul assessed for each player who so plays.