

# SPRING-FORD



## YOUTH BASKETBALL

### 7TH AND 8TH GRADE DIVISION RULES

UPDATED 2024-11-08

- Games must start no later than 5 minutes past the scheduled start time or end of the previous game in the event that game runs overtime.
- Coaches and players must demonstrate good sportsmanship. Coaches are responsible to control fans.
- Home is gold. Away is blue. Home team is responsible for the clock. Each team is responsible for a book.
- Notify the league commissioner of any injuries and/or technical fouls.
- Each team shall submit a completed version of the provided SFYB rotation & score sheet before the game begins.
  - The lineup will designate the order that the players will enter the game. A new set of players will enter the game at the beginning of and 5:00 minute mark of each quarter, and at the beginning of the second half.
  - Substitutions can only be made if there is an injury.
  - Teams must follow the substitution rotation guidelines provided by the league. Any team that does not follow the rotation properly will be assessed a technical foul (two pts. and the ball). The rotation cannot change during the game. Any late player will be placed at the bottom of the rotation. See the provided examples for late players or those fouling out or leaving early.
  - During overtime, a coach can play any 5 players. A coach can substitute freely in overtime.
- Technical or Intentional fouls are an automatic 2 points, team and individual foul, and the ball.
- All assistant coaches and players not in the game must stay seated at all times. Only the head coach can stand during a game. Assistant coaches are not permitted to speak to the officials during a game.
- Games will consist of (4) 10-minute quarters. The clock will continue to run for each quarter with the following exceptions:
  - **Substitutions.** The clock will stop every 5 minutes for a rotation change. The official will determine a good stopping point in the game, which may be slightly before or after 5 minutes. Substitutions are not to be used as timeouts.
  - **Free throws.** The clock stops until the referee hands the ball to the shooter on the first shot. The clock only stops to allow for the players to position themselves in the lane.
  - **Foul Reset.** The clock will stop at the end of each 10-minute quarter to reset team fouls. This clock and foul reset is not a timeout or stoppage like at halftime.
  - **Whistles.** The clock will stop on **all whistles** during the **last 90 seconds of the second half and the last 90 seconds of overtime**, if applicable.
- Each team gets 2 time-outs per half (30-second duration). No additional timeouts are given in OT.
- Half-time is 3 minutes. There is no extra time between the first and second quarter or third and fourth quarter.
- Overtime is 2 minutes. In the regular season, if there is not a winner, the game will remain a tie. In the playoffs, if the game is still tied after the first overtime, teams will play a 1:00 minute overtime until there is a winner.

- Games will start with a jump ball. Possession arrow will be used for the remainder of the game. Each overtime starts with a jump ball.
- Five fouls per player/per game. If a team only has five players, they will continue to play with 5, however each foul committed by the fouled-out player will result in a technical foul.
- Teams will shoot 2 free throws on the 5th team foul in each 10-minute quarter. Team fouls will reset at the end of each 10-minute quarter.
- Ball size is OFFICIAL SIZE BALL for boys (29.5") and 28.5" for girls. Basket height is 10'.
- Teams can play either man-to-man or zone at any time.
- Teams can press during the second half only. All teams can pick up defensively at the half court line at any time during the game. If a team is leading by 12 or more points, they cannot press. Teams can fast break the entire game.
- Back court violations are enforced.
- See separate Technical Foul Policy for handling of technical fouls with the league.
- In any area not covered by specific league rules, PIAA rules for High School will apply.
- Pool Play seeding will be determined by regular season team records. Playoff Bracket seeding will be determined by pool play team records.

### **SPORTSMANSHIP RULES**

- If a coach is belligerent, in the opinion of the officials, a technical foul can be applied. The technical will be recorded and the coach will be referred to the league for further action.
- A double technical foul is an immediate ejection, and the coach must vacate the premises immediately. The coach will also receive a one-game suspension (minimum).
- A player can be awarded a technical foul for 1) language, 2) taunting, 3) fighting (this is an immediate ejection), or 4) becoming argumentative with the game officials.
- All parents and spectators are to remain on the sidelines throughout the game. If a parent becomes disruptive or belligerent, the officials will ask the coaches for assistance with the situation. Officials have been directed NOT to address fans directly. It is the expectation that coaches assist officials in these situations.
- All incidents will be recorded in writing and will be submitted to the league administration for review.

NOTE: PIAA rules state that spectator behavior CAN result in a technical foul on the team associated with the spectator.