

EPBBA 9-12 In House League Rules

Revised 2/15/2020

The charter of the league is to have fun playing basketball with and against your friends.

Official Minnesota High School Basketball rules will apply in all cases unless specifically abridged by the following rules specific to each league.

1. **Game Length:**

- a. Games will be two halves. Each half will be 20 minutes. The first 18 minutes will be running time. The last 2 minutes of each half will be stop time. There is a 65-minute total game time limit.
- b. At the losing team's option, if they are behind by 20 or more points with 2 minutes to play in the game, the clock can stay at running time.

2. **Overtime:** If any regulation game ends in a tie, there will be a one-minute rest period after which a two minute overtime will be played. If, at the end of the overtime, the game is still tied, sudden death overtime will be played and the first team that scores will be declared the winner. There is a 65-minute game time limit. Jump ball will start the overtime.

3. **Forfeit:** If any team fails to have four (4) players and a coach or a designated adult substitute coach available within five minutes after the scheduled starting time, the referee will declare the game forfeited.

4. **Coaches/officials meeting:** It is recommended that the coaches and officials meet at half court prior to the start of the game to review any rule concerns.

5. **Timekeeper/scorekeeper:** Each team will be responsible for furnishing 1 adult to serve as the official timekeeper (scoreboard operator) or the official scorekeeper who will keep the official score, fouls, time out statistics and the alternating possession teams. The timekeeper and scorekeeper must sit together.

6. **Jump Balls:** After the initial jump ball at the start of the game, all jump ball situations will be resolved using the alternate possession rule. A jump ball will start overtime.

7. **Time outs:**

- a. Three (3) time-outs per game, per team, will be allowed.
- b. One (1) time-out per team will be allowed during overtime.

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8. **Playing time requirements and substitutions:**

- a. The game is divided into eight (8) four-minute playing rotations. No player should play more than 1 rotation more than all other players.
- b. A "Player Rotation" sheet should be used to ensure proper substitution.
- c. The chart below indicates playing expectations:

10 Players	10 play 4 rotations
9 Players	4 play 5 rotations; 5 play 4 rotations
8 Players	8 play 5 rotations
7 Players	5 play 6 rotations; 2 play 5 rotations
6 Players	4 play 7 rotations; 2 play 6 rotations

- d. Overtime and sudden death overtime are not included in the equal playing time and coaches are allowed to select any 5 eligible players.
- e. The official will call a 20-second time-out at the 15:00, 10:00, and 5:00 minute mark of each quarter (+/- 15 seconds) for substitutions only. A dead ball is not required, only that neither team has an offensive advantage.
- f. Players cannot be removed from the game if they are in foul trouble.
- g. Injured players or players ejected by the referees may be substituted at any time.
- h. At the discretion of the coach, players receiving a technical foul may be substituted at any time.
- i. Playing time requirements are to be honored when replacing a player that has fouled out or has been injured during the game. (e.g. If a player fouls out in the last rotation, he needs to be replaced by any player who has played the least amount of rotations thus far in the game.)
- j. Playing time can be reduced for a player due to behavior in violation of the EPBBA Code of Conduct Policy. This should be coordinated with the Grade Level Commissioner.

9. **Types of defense:** All defenses are allowed.

10. **Pressing:** All full court presses are allowed until a 20-point difference is recorded. A team that is pressing with a lead greater than or equal to 20 points will only be warned by the officials that they cannot press.

11. **Foul Rules:** The high school league rules will apply. These rules are highlighted here; one is an exception to the Minnesota State High School Basketball rules.

- a) Teams will begin shooting the one and one when the opposing team has committed its seventh team foul. Two shots at ten fouls.

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b) Players foul out of the game when they commit their fifth foul. **EXCEPTION:** If a team is short of players, the last person fouling out will remain in the game. Every foul he commits from that point on will result in two points plus the ball out of bounds at mid-court. Players on the bench who fouled out earlier in the game may not re-enter the game.

12. Technical Fouls:

- a. Technical and flagrant foul count as a team foul and as a personal foul against player.
- b. All technical fouls will be non-shooting fouls. However, the points will be automatically awarded: two points for a player technical, two points for a bench technical and two points for a "flagrant" foul. Plus, the opposing team will get the ball out of bounds.
- c. A coach has the option of removing a player from the game if the player receives a technical foul. The coach has the option of sitting the player for part or all of the remaining game.
- d. A player committing a flagrant foul will be ejected from the game.
- e. Any player or coach who receives two technical fouls in a single game will also be ejected from the game. If there is not an assistant coach or parent to assume the coaching responsibilities, the team whose coach received a technical will forfeit the game.
- f. ALL Technical fouls must be reported to the grade level commissioner by the coaches. BOTH coaches should contact the commissioner with this information. Coaches who accumulate multiple technical fouls during the season may receive additional disciplinary action as determined by the EPBBA Code of Conduct Policy.
- h. Players who receive technical fouls are subject to the Technical Foul 1-2-3 Policy as outlined below.

Technical Foul 1-2-3 Policy:

The EPBBA Board of Directors implemented a policy to eliminate unsportsmanlike behavior with a 1-2-3 policy on technical fouls. Suspensions under the EPBBA Conduct Policy for player technical fouls shall be administered as follows:

1st Technical: A written (email) warning to the player and his coach.

2nd Technical: A one game suspension with the suspension to be served during the next game. If the 1st and 2nd technical fouls occur in the same game, the player will be ejected from the current game and suspended for the next game.

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3rd Technical: Suspension for the remainder of the EPBBA season, including all season ending tournament games, with no refund of the registration fee. If the 2nd and 3rd technical fouls occur in the same game, the player will be ejected from that game and suspended for the remainder of the season, including the season ending tournament.

The consequences set forth above are for technical fouls related to player conduct. Technical fouls related to non-conduct occurrences (6 men on court, player calling a time-out when none are left, etc.) do not result in any warnings or suspensions.

Nothing in this policy shall prohibit the EPBBA from taking stricter action for a first or second technical foul (striking an official, coach, player, etc.) than would be called for under this policy alone. The EPBBA Conduct Policy recognizes that certain actions may warrant an immediate and more severe sanction than any step-by-step sanction spelled out either in this policy or the EPBBA conduct policy.

13. Flagrant and Multiple Technical Fouls: Flagrant fouls will follow the Technical foul rule above. In addition, the player committing the flagrant foul will be ejected from the game. Any player or coach who receives two technical fouls in a single game will also be ejected from the game. If there is not an assistant coach or parent to assume the coaching responsibilities, the team whose coach received a technical will forfeit the game. Players or coaches who accumulate multiple technical fouls during the season may receive additional disciplinary action as determined by the EPBBA Executive Team (President, Vice President, Treasurer, Secretary).

14. New Players: If space allows, a player may be added to the grade level up to the time of team formation. No new players can be added after this date. The Grade Level Commissioner may make an exception to this rule under certain circumstances (injury replacements, new students, etc.).

15. Reporting Scores: All scores are to be reported to the appropriate Grade Commissioner.

16. Referees: Adult/College Age officials will be assigned. The game must not be played if two qualified referees are not present at game time unless the coaches agree to play. The Grade Level Commissioner will be responsible for rescheduling the game if necessary.

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