

New Milford Youth Basketball League

6-7-8 Grade Boys Game Rules

Games are governed by the National Federation of State High School Associations Basketball Rules for the current year/season with the exception of the following league rules:

Player Playing Time

NMYBBO enforces equal playing time for each player involved in the league. The use of equal playing time sheets is **MANDATORY**. These are on the league website, and also will be distributed to each coach.

The **ONLY** reasons to deviate from the sheet you started with at the beginning of the game:

- **Injury:** Place a player that is receiving less overall playing time in the game into the injured players spot. Rotate thorough the entire team. Said player should be of equivalent ability to the player that was injured.
- **Player fouls out and/or is ejected:** This is no different than an injured player and should be handled the same way.
- **Late players:** If a player is late, you need to assume they are coming to the game, and thus will use the play sheet that is equivalent to them being at the game. If a player lets you know 5 minutes before the game, the opposing coach and officials will give you 5 minutes to fill out a new play sheet to adjust to the new amount of players at the game.

Game Time

6-7-8 grade boys game consist of (2) 20-minute half's. The clock is a running clock.

Clock will only stop for:

- All substitutions.
- Free throws.
- Timeouts.
- The final 2:00 minutes of each half after each dead ball.
- The entire overtime period.
- At the direction of the referee

There will be a 5-minute half time period between each half. There is a 1-minute break in between overtime periods.

Timeouts

Each team is given 3, 1-minute timeouts per game. In the event of Overtime, each team is given 1, 1-minute timeout per 2:00 minute overtime period. Timeouts do not roll over from regulation to overtime, or overtime to overtime period.

Overtime

An overtime period will be 2:00 minutes in length with a normal clock that stops at each dead ball. Each team receives 1 time out per overtime period. Each overtime period starts with a jump ball at mid court.

Playing time: You will rotate your players with the equal time sheets as you have done for the entire game. **THERE ARE NO CHANGES!!** Overtime period 1, you will use the starting 5 from the first period. Overtime period 2, you will use the second substitution group from period 1 and so on.

Personal Fouls, Technical Fouls, Ejections

Each player is allowed 5 fouls per game (Personal and Technical combined). This includes ALL overtime periods. Once a player commits his 5th personal foul, he is removed for the remainder of the game.

Disqualification – Fifth foul (personal fouls and technical fouls).

Ejection – Single flagrant foul; second technical foul.

In the event a coach is ejected, he must leave the gym IMMEDIATELY. A designated assistant coach will take over as head coach. If there is not an assistant coach, you have two options. A parent from the team may take over, or an assistant from the opposing team may take over to finish the game.

Bonus Free Throws

- **One and One:** On the 7th team foul.
- **Double Bonus:** On the 10th team foul.

Players may enter the lane as soon as the ball is released from the shooters hand per NFHS rules.

All Ejections of both players and coaches are subject to review by the NMYBBO board and League Director. Appropriate discipline will be administered at the time of review. This can include game suspensions and/or removal from the league in severe cases.

Defense

Teams can play zone or man to man defense. This is up to the head coach.

Once a team gains control of the ball in their backcourt, the defensive team must retreat over the half-court line (Fall Back). If a defender inadvertently presses and fouls in the backcourt, the foul will be waived off and no personal foul will be charged. In this situation, the offense retains possession and if necessary be granted the ball out of bounds to reestablish the flow of the game. An exception to this rule is as follows:

- A Full court press will be allowed in the final two minutes of the game. However, a team leading by 10 or more points will not be able to press.

Double-Teaming and/or Trapping will not be allowed.

A “double-team” is created when a defensive player leaves the offensive player they are assigned to guard trap and /or double team another offensive player.

A “double-teaming” situation is not created when the offensive player “beats” their defender, and another defender comes over to help, or when an offensive player dribbles into traffic or drives against more than one defensive player.

If the official recognizes a “double-team,” they will remind the defense to stop the “double team” and have the discretion to stop play to help reset the defense.

GOOD HELP DEFENSE IS ENCOURAGED.

Gym Setup and Game Management

It is the responsibility of every coach player and parent in the league to demonstrate good sportsmanship. In the event a coach, player or parent is deemed a hindrance to the game atmosphere, the following will occur.

- Referee will ask for a meeting with both coaches to identify said problem parent and or coach.
- Game will be halted until said person removes themselves from the gym.
- If said person refuses to remove themselves from the gym, the game will be recorded as a double forfeit and stopped at the discretion of the referees and head coaches.

Prior to each game the score clock, bench chairs and score books must be setup and/or filled out. These items are kept in the maintenance office at Sarah Noble School.

One team will be in a white reversible jersey, the other in green.

At the conclusion of the evening, both teams are responsible for cleaning up. This includes all folding chairs, clock, scorebooks and garbage.

At the end of the game BOTH coaches are to report the game score via the website and/or to the league coordinator via email.

Enjoy the season and set a great example for all players, coaches and parents involved.