

## 7<sup>th</sup>/8<sup>th</sup> Grade Girls B-Ball Rules and Regulations

The following are the league rules:

1. Each team must use the **Matrix** for every game. Each coach must list his/her players in order of skill level from most to least skilled and submit to the league coordinator prior to the first game of the regular season.
2. **Game duration** will consist of 8 periods. Each period will be 5 minutes long. It will be running time until there is 1 minute left in the period then it will become stop time. The first 4 periods will be considered the first half and the final 4 periods the second half. There will be a 1 minute break between each period and a 3 minute intermission at halftime. Each game must start at a point during your time slot that will give you more than enough time to finish all of the regulation periods and an overtime period, if needed. Upon the completion of any period, a game will automatically end if the 90 minute time slot has expired and the game has not reached the end of the full 8 periods of regulation. *(The sooner you start the better. Keep in mind, there are 3 games to get in each Saturday that have to be completed by 12:30 pm.)*
3. If a team is ahead by over 20 points at any time during the game, the clock will continue to run at the 1 minute mark of each period except during foul shots or an injury (**the "Mercy" rule**). If the gap subsequently falls to 20 points or below, it will go back to stop time at the 1 minute mark of each period.
4. If the game ends in a tie and there is time left in your 90 minute time slot to have **overtime** then there will be a 2 minute overtime period. If there is no time remaining in your 90 minute slot then the game will officially end in a tie so that the next game can start on time. The first 1 1/2 minute of overtime will be running time. The last 30 seconds will be stop time. The 5 players who played the last period in regulation will play the overtime period for each team provided they have not fouled out or been injured. Any player who has fouled out can only be substituted with the next rated player below on the team skill list who is not already in the game. If the game is not decided after the completion of the overtime period, then the game will officially end in a tie.
5. A **jump ball** will start the first period only. Possession will alternate in subsequent periods. The overtime period starts with a jump ball.
6. **Substitutions** will not be allowed during any period except in the event there is an injured player, and that player needs to come out of the game. In this situation, a coach will substitute in a player that is rated the next level below on the team skill list, who is not already in the game. If there is no one left below, then it must be the next player on the team skill list rated immediately above, who is not already in the game.
7. Each team will be allowed only 2 **timeouts** in regulation and no timeouts in overtime. Each timeout will be for 30 seconds in duration and can be taken at any point in regulation. Stopping the clock to help an injured player will not be considered a timeout.
8. The **defense** used can be man to man or zone. A full court press is not allowed. Double and triple teaming is allowed but only within the 3 point arc. Each team will get 1 warning per game if a double/triple team occurs outside of the 3 point arc. Every subsequent double/triple team violation will result in a 1 shot technical foul. Any player on the court at the time of the violation can shoot the technical foul shot. The clock will stop on technical foul shots.

9. The offensive team is allowed 7 seconds to get the ball across half court. If it takes more than 7 seconds, then it is a **backcourt violation** and the ball will revert to the other team.
10. An offensive player cannot stand in the paint for more than **3 seconds** without a shot taken or it is a violation with the ball going to the other team.
11. Team **fouls** will be counted. There will be 9 team fouls allowed per half. A penalty shot will be taken for each foul committed over the 9 allowed each half. Player fouls will be counted. A player that reaches 5 fouls in regulation or overtime will be removed from the game and replaced with a player that is rated the next level below on the team skill list, who is not already in the game. If there is no one left below, then it must be the next player on the team skill list rated immediately above, who is not already in the game.
12. A player fouled in the act of shooting will get 2 foul shots. If a player is fouled while shooting at the 3 point arc or beyond, she will get 3 foul shots. A player fouled but not in the act of shooting will get a 1 on 1 foul shot opportunity only if the other team is in a penalty situation.
13. When shooting a foul shot, the shooter must shoot from the regulation foul line. The foul shot must hit the rim before players can move into the paint to get the rebound. It is a violation if a player moves in too soon. If a defensive player moves in too soon, then the foul shooter gets another shot provided she missed the foul shot taken. If the offensive player moves in too soon, the foul shot does not count if made and the ball reverts to the other team.
14. The clock will be stopped on every foul shot.
15. A defensive player can **steal** a pass and can steal the ball from an offensive player on the dribble but cannot rip the ball from an offensive player when that player is holding it. If this happens, the ball will be given back to the team that was violated.
16. **Picks** are allowed but they cannot be moving picks, which is a foul. *(Please teach your players the proper way to set a pick in order to prevent serious injury)*
17. **Coaches** are not allowed to talk to or argue with a referee before, during, and after the game regarding basketball matters related to their game. If you have a problem with a particular referee, talk to me about it, either after the game, if I am in attendance, or if I am not then email me. Please get the referee's name when lodging a complaint *(I have talked to Ryan Jette, he agrees that if a particular referee is doing an extremely poor job officiating and is being irresponsible then that person will not be given another game to officiate in this league).*
18. If the **conduct of a coach** is unbecoming during or after a game, then he/she will be reported to Ryan Jette, who will decide, upon reviewing the facts, whether or not to expel that particular coach for the next 1 or 2 games or for the remainder of the season, depending upon nature and severity of the behavior. If the expelled coach shows up for the next game and will not leave the gym, then his/her team will forfeit that game. If a coach has used bad language during a game, it is an automatic 1 game suspension *(zero tolerance will apply)*. If the bad language continues upon his/her return, then the suspension will be for the remainder of the season. *(If we expect our kids to be good sports then we, as coaches and parents, must lead by example.)*
19. If a player intentionally harms or tries to harm another player then it is a 2 shot technical foul and the **ejection** of that player for the remainder of the game. The player ejected can only be substituted with

the next rated player below on the team skill list who is not already in the game. To ensure that all of the players exhibit the highest degree of *sportsmanship*, please have them line up and shake hands after each game.

Mark Marinelli