

# North Salem Youth Basketball League

## Game Rules 2021-2022 Season

League	3 <sup>rd</sup> & 4 <sup>th</sup> Boys and Girls	5 <sup>th</sup> & 6 <sup>th</sup> Boys and Girls
Time/Quarter (Running Clock)	10 min./Qtr., - stop on foul shots, last 2 minute of each half and overtime period.	10 min./Qtr. - stop on foul shots, last 2 minutes of each half and last minute of overtime.
Defense	Man-to-Man	No restrictions
Ball Size	28.5	28.5
Basket Height	10' height	10' height
Three-point shot	No	Yes
# of Players	4 vs 4 - Boys, 5 vs 5 Girls	5 vs 5
Possession	After initial jump ball to start game, alternating possession. Overtime starts with jump ball.	After initial jump ball to start game, alternating possession. Overtime starts with jump ball.
Time outs	(2) full time outs (2 min each) per game. No carryover to overtime. One time out per overtime.	(2) full time outs (2 min each) per game. No carryover to overtime. One time out per overtime.
Official Book	The scorebook kept at the official scorer's table. The coaches may verify the score and fouls at the end of each quarter.	The scorebook kept at the official scorer's table. The coaches may verify the score and fouls at the end of each quarter.
Backcourt rule	Not in effect.	In effect.
Line of Defense	8 (eight) feet further from the free throw line. Exception: See "Full Court Pressing".	Half Court for 1 <sup>st</sup> half. Full Court Pressing allowed in second half and overtime. See "Full Court Pressing".
Full Court Pressing	Final minute of each half and final minute of overtime if lead is less than 10 points.	1 <sup>st</sup> half-none, 2 <sup>nd</sup> half and overtime if lead is less than 10 points.

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Personal Fouls	<p>Boys - A player may receive up to 5 personal fouls. After the 5<sup>th</sup> personal foul a player is disqualified except when there are only 4 eligible players left, if one of the 4 players remaining gains their 5<sup>th</sup> foul it will result in 2 free throws and loss of possession for each foul subsequent. If the player committing the 5<sup>th</sup> foul does that on a shooting foul it will result in 2 free throws, any free throws due from the foul (2 or 1 and 1) and loss of possession</p> <p>Girls - see 5/6 rules</p>	<p>A player may receive up to 5 personal fouls. After the 5<sup>th</sup> personal foul the player must sit out for the remainder the game.</p> <p>Teams playing with a minimum number of players who have a player receive a 5<sup>th</sup> personal foul should play the remainder of the game down one player.</p>
Technical & Flagrant Fouls	<p>Results in two free throws and loss of possession. Ejection from game upon 2<sup>nd</sup> technical or flagrant foul. Referee may determine that first flagrant foul is sufficient to eject player from game. Both technical and flagrant fouls against a player are considered personal fouls. Any player or coach ejected from the game is automatically suspended from participating in the next scheduled game.</p>	<p>Results in two free throws and loss of possession. Ejection from game upon 2<sup>nd</sup> technical or flagrant foul. Referee may determine that first flagrant foul is sufficient to eject player from game. Both technical and flagrant fouls against a player are considered personal fouls. Any player or coach ejected from the game is automatically suspended from participating in the next scheduled game.</p>
<b>League</b>	<b>3<sup>rd</sup> &amp; 4<sup>th</sup> Boys and Girls</b>	<b>5<sup>th</sup> &amp; 6<sup>th</sup> Boys and Girls</b>
Free Throws	<p>1 and 1 bonus on the 7<sup>th</sup> team foul. Double bonus (i.e., 2 shots) on the 10<sup>th</sup> team foul.</p> <p>The free throw line will be 36” closer than regulation to basket.</p> <p><b>Foul Shooting Rules:</b></p> <ol style="list-style-type: none"> <li>1) A maximum of six players (four opponents and two teammates of the shooter) shall be permitted at the lane.</li> <li>2) The two lane spaces closest to the end line shall remain open.</li> <li>3) Players may break the vertical plane of the lane-space boundary once the ball hits the rim.</li> </ol>	<p>1 and 1 bonus on the 7<sup>th</sup> team foul. Double bonus (i.e., 2 shots) on the 10<sup>th</sup> team foul.</p> <p><b>Foul Shooting Rules:</b></p> <ol style="list-style-type: none"> <li>1) A maximum of six players (four opponents and two teammates of the shooter) shall be permitted at the lane.</li> <li>2) The two lane spaces closest to the end line shall remain open.</li> <li>3) Players may break the vertical plane of the lane-space boundary once the ball hits the rim.</li> </ol>

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Substitutions	<p><u>Each referee will stop play approximately five minutes into each quarter.</u></p> <p><b>Each player <u>must</u> play at least ½ (one half) of the game.</b></p> <p>Coaches should keep a log of each player's time.</p>	<p><u>Each referee will stop play approximately five minutes into each quarter.</u></p> <p><b>Each player <u>must</u> play at least ½ (one half) of the game.</b></p> <p>Coaches should keep a log of each player's time.</p>
Overtime	<p>One three-minute overtime period.</p> <p>If tied at the end of overtime, coaches will select 3 players to take one free-throw each. Alternating free throws with other team, “visitor” shooting first, most of the three wins.</p> <p>If still tied, then switches to alternating free throws until one is made, though “home” team has opportunity to match.</p>	<p>One three-minute overtime period.</p> <p>If tied at the end of overtime, coaches will select 3 players to take one free-throw each. Alternating free throws with other team, “visitor” shooting first, most of the three wins.</p> <p>If still tied, then switches to alternating free throws until one is made, though “home” team has opportunity to match.</p>
Cancellation Policy/Forfeits	<p>Games must be played as scheduled except for cancellations due to bad weather as decided by the league. Any other cancellation, including not enough players, will result in a forfeit by the canceling team.</p>	<p>Games must be played as scheduled except for cancellations due to bad weather as decided by the league. Any other cancellation, including not enough players, will result in a forfeit by the canceling team.</p>
Standings	<p>If two teams have the same record:</p> <ol style="list-style-type: none"> <li>1) Determine head-to-head records</li> <li>2) Point differential head-to-head</li> <li>3) If all else is equal, coin flip.</li> </ol>	<p>If two teams have the same record:</p> <ol style="list-style-type: none"> <li>1) Determine head-to-head records</li> <li>2) Points differential head-to-head</li> <li>3) If all else is equal, coin flip.</li> </ol>