

ROGERS AREA YOUTH BASKETBALL ASSOCIATION (RAYBA)
2010 – 2011 Boys In House Basketball
6th and 7th Grade

Coaches are asked to explain the details of these rules to their players and their parents/guardians. All basketball rules shall be enforced by the game officials and/or Board Members.

Players and Coaches

1. **Playing time:** All the boys on the team will play equal time. Each coach should be committed to playing all of his players as equally as possible during the course of the game. Defensively, players should be matched up according to size and ability.
2. **Attitude:** It is mandatory that all players feel like the first four/five players and provide them with constructive suggestions and criticism. This means letting different players start the game. Above all, create a pleasant situation where the boys can truly enjoy the game of basketball and leave with a desire to go home and improve their skills.
3. **Sportsmanship:** Players and coaches should not dispute referees call, even if there is a reason to do so. Players should shake hands after games. Coaches should not think of themselves and their desire to win, but they should think about their players desire to play. A win or loss will not make a big difference in a player's or coach's life.
4. **Coaching:** The opportunity to coach is a privilege granted by the Board of Directors. Any negative conduct by a coach towards players, opponents, referees, or fans during practices or games may result in your removal as coach.
5. **Practices and Games:** Coaches must make sure all players have safely left the building or have a parent/guardian providing supervision at the end of each practice or game. If you are the last one in the gym, assist the supervisor with clearing the floor and building and putting all basketball gear away.
6. **Suspension:** Any player suspended from school will not be eligible to play any game during his suspension time.

Please report all game results to RAYBA via email (info@rayba.org) or telephone (763-425-5700). When reporting provide us the name of the team that won the main game.

Any suggestions or comments concerning games or practices, contact your grade coordinator. Hotline: 763-425-5700.

GAME

1. **Height of the Basket:** 10 feet
2. **Full Court Press:** Pressing is allowed in all periods if the lead is less than ten points.
3. **Three Point Play:** Any legal shot made from 19 feet 9 inches or more out from the basket will count as three points on the score.
4. **Free Throw:** Per half or per overtime: One and one bonus at the 7th team foul – 2 shots on/and after the 10th team foul.
5. **At the Game:** The coach is expected to provide a complete roster of players (including names and player numbers) to the scorer's bench before game time. Providing a person to run the clock will be the responsibility of the home team (team listed first in the playing schedule is considered the home team) and the visiting team will provide a scorer. This arrangement may be alternated upon approval of both coaches.
Coach and team members are expected to be ready to play at the start of game

time. If a team is not ready within 5 minutes after the established start of the game, the team will automatically forfeit the game and the team in attendance will receive a win. The referee will enforce this rule.

Maximum of two coaches are allowed on the bench during game, only one coach is allowed to stand up, and only coaches are allowed to address the referees. The penalty is a Technical foul violation.

It is the referee's responsibility to determine start and stop times and to keep the game on time. Their decisions are final.

If a league referee is not there by the time the game is to start, each team shall provide a referee until a league referee arrives. RAYBA Board Members may act as referees if needed.

PLAY

1. *Length of Game:* The game will be divided into four seven-minute periods. There will be a three-minute half time. Official's time-out will be taken for injuries.
2. *Overtime:* A coach may play any five eligible players they choose, as long as they have not fouled out. During regular season games and tournament games there will be one 2-minute stop time overtime (jump ball start). If after the overtime the game remains a tie, the game will go into a 3-minute run time sudden death. Time will only be stopped for coach's time outs, free throws, or officials called time outs. The sudden death will begin with a jump ball. All players must play in at least one of the overtime periods in any two overtime games. If after the second overtime (sudden death) the game remains a tie, then the game will be recorded as a tie.
3. *Substitutions:* No player substitutions will be allowed until 3:30 or less remains in the quarter.
4. *Playing Time:* All players must start at least 2 quarters of every game.
5. *Clock:* The clock will stop on all dead ball violations. 4th quarter running time if lead reaches 20 or more points. Reverts to stop time when lead drops to 15 points or less.
6. *Jump Balls:* Legal jump balls will start each half. Alternate possessions will be awarded throughout each half.
7. *Time Outs:* Time outs may be called by the players on the floor or head coach. Teams are allowed two time outs per half. Each team is allowed only one time out in each overtime period. If a team calls a time out after they have used all their time outs, it is an automatic technical foul and will result in a two-point penalty and loss of possession. Time outs last for 1 minute.
8. *Injuries:* Clock stops on the referee's whistle. Injured players will be replaced by a player on the bench with the least amount of playing time. If a player is taken out of a period due to an injury, it will be considered as a period played if over halfway through the period. The player replacing the injured player will not be charged with a period played if over half of the period has been played. Any player's injury involving the evidence of blood shall be immediately benched until the bleeding is stopped and properly covered in a way to prevent any further exposed bleeding. Report of any injury must be made by the coach to the grade coordinator with 24 hours.
9. *Defense:* A maximum of five players are allowed on the court. Teams are allowed to play any defense. Full court play in all periods, except when holding a 10+ point lead.

FOULS

1. Personal fouls:

- a. Kids must raise hands on personal fouls. There are only five fouls per game per player. If a player has five fouls he will have to leave the game permanently (this includes overtime play). He may be replaced by any player on the bench as long as that player has not exceeded any teammate in playing time. If fouls cause a team to have less than 5 players available, the last player to foul out, and any subsequent players to foul out may remain in the game. Any fouls called on this player(s) shall result in a technical foul – 2 points will be rewarded to the other team plus possession of the ball. A one and one free throws are awarded at the 7th team foul in each half – 2 shots on/and after the 10th team foul. Technical fouls will count as a personal and a team foul.
- b. Personal fouls made on an offensive player while in the act of shooting within the 2-point area will be awarded two attempts at a free throw, each shot counting if made. A foul on an offensive player while in the act of shooting while in the 3 point area will be awarded three attempts at a free throw, each shot counting if made.

2. Technical fouls:

- a. Sportsmanship violation is a 2-point penalty and loss of possession. Swearing is an automatic technical foul. Taunting, verbal abuse of players or referees by players, coaches, parents or anyone else will not be tolerated and is considered a technical foul. The first violation will result in a technical foul of two points, loss of possession and a warning that another violation will result in being asked to leave the gym. A second violation is an automatic ejection for that game and possibly the remainder of the season, at the discretion of the Board. If the person refuses to leave, the offending team will forfeit the game to the opposing team. Technical fouls may be called by the referees or by any Board member who is in the gym. All ejections will be reviewed by the Board for possible further action.
 - b. If a team calls a formal time out after they have used their limit, this will be an automatic foul resulting in 2 points being awarded to the opponents and loss of possession of the ball.
3. Mid-court line: The ten-second rule will apply. Over and back results in loss of possession.
 4. Free throw: The only free throws taken will be fouls committed during the act of shooting or a flagrant and obviously intentional foul. Other fouls will require taking the ball out of bounds unless the one and one bonus is in effect. Free throw line will be at 15 feet. Player cannot cross the line.
 5. Three-second lane: Offensive players may not stay in the lane for more than three seconds. Breaking this rule results in loss of possession to the other team. The 3-second count restarts when the ball strikes the rim or player leaves the lane.
 6. Forward progress: The offensive team may not stall the game by not making forward progress with the ball toward the basket. The offensive team must, after passing the mid-court line, make progress towards the basket every 5 seconds. This rule is enforced at the discretion of the referee.