

## **SBL 7TH – 8TH GRADE RULES**

### **Defense:**

Zone or man-to-man defense is permitted.  
No guarding in the backcourt.

### **Interfering with a pass in the backcourt or fouling in the backcourt:**

The first occurrence of a defender interfering with a pass in the backcourt or fouling in the backcourt will trigger a warning from the ref. Subsequent interferences or fouls will result in a technical. All technical fouls are 2 shots and retain possession.

### **Offense:**

Scoring maximum during regulation is 25 points per player. In overtime player can resume scoring if they have scored 25 points in regulation. Three (3) point baskets are permitted. Only 1 point will be counted if a player with 24 points scores a basket. If a player with 24 points is fouled, resulting in two shots, another player from the floor may take the second foul shot if the fouled player makes his first foul shot and has reached 25 points. The team shooting will choose the shooter.

### **Clock Management:**

During the last two minutes of a game, after a basket or out of bounds or time out the clock will not restart until the ball crosses half court. The clock does not stop on a live play such as a steal or a rebound.

### **Playing time:**

This is a 5-3 league with regard to playing time. We play eight (8) four (4) minute periods.

- Ten players at the game - play 5, 4, or 3 periods as coach determines (top 2 can play 5, 4, or 3)
- Nine players at the game - 4 play 5, 5 play 4 (top 2 can play 5 or 4) or 5 play 5, 3 play 4, 1 plays 3 (top 2 can play 5, 4, or 3) or 6 play 5, 1 plays 4, 2 play 3 (top 2 can play 5, 4, or 3)
- Eight players at the game - all play 5 periods (top 2 play 5)
- Seven players at the game - 5 play 6 and 2 play 5 periods (top 2 play 5)
- Six players at the game - 4 play 7 and 2 play 6 periods (top 2 play 6)

If a player fouls out he must stay in the game for the minimum number of periods required based on the number of players at the game. For example if you have 8 players all must play 5. If a player fouls out in the 3rd or 4th period they must remain in the game for 5 periods. He cannot score and if he commits a foul it is treated as a technical (2 foul shots and possession). If ten players are at a game and a player who has fouled out has played at least three full periods he is removed immediately from the game even if he was scheduled to play 5.

Failure to comply may result in a game suspension or forfeiture. Players must play a minimum of one period each half. Players that arrive after the start of the fourth period are required to play a minimum of two periods in the second half.

### **Top-two players:**

In 7th-8th top two playing time only is only an issue when there are 7 or less players at a game.

**Substitutions:**

Substitutions are not permitted during periods 1 – 7, except for an injured player. If a player enters a period for an injured player and plays two or more minutes of that period he is charged with the period played and not the player who was injured. During the final period free substitutions are allowed as long as the player being substituted for has completed his minimum requirements for **full** periods played. If you substitute at the end of the game you **cannot** put in a top two player to gain an advantage in playing time.

**20 Point Lead Rule:**

If your team is leading by 20 or more points in a game you are not permitted to fast break. Slow it down and work on things that you might want to use in a tight game in the future – set plays, burning the clock... Sometimes it is difficult to slow the players down but please try to do so. If the lead goes below 20 points you can fastbreak and trap again until the lead goes back to 20 or more points.

**Fouls:**

Players are allowed four (4) fouls and foul out of the game on their fifth foul. A player must stay in the game if he has not completed his minimum periods that he is required to play based on the number of players at the game. This player cannot score and if he commits a foul a 2 shot technical foul will be awarded and possession is retained. If a player commits his fifth foul and has played the minimum periods required for the number of players at the game, this player has fouled out and must leave the game. (e.g., if the player was scheduled to play 4 periods but the minimum number of periods of play on his team will play is 3 and he fouls out during the fourth period of play, he has fouled out and must leave the game.) The player substituting for the player leaving the game cannot be either of the top two players. If, for example, everyone on the team is scheduled to play five periods and the player gets his fifth foul at any point in her fifth period of playing time he must complete the entire period – not part of the period.

**Time Outs:**

Four (4) time outs are allowed per team during regulation time.  
One (1) time out is granted per team during each overtime period.  
Unused timeouts from regulation carry over to overtime.

**Official Score:**

The home teams' scorebook is the official scorebook for each game if there is a scoring dispute. It is critical you have a parent representing your team keeping score at the scorers table at each game. If there is a discrepancy in the score it should be worked out. You will also want to keep track of fouls and scorers maxxing out.

***The child working the clock is not responsible for the official score. If you notice the score on the clock is not accurate please point it out to the ref who will speak with the child working the clock.***

**General Rules:**

1. All games must start on time. Any changes to the league schedule must be approved by the league commissioner.
2. If a coach knows, prior to the game, they will not be able to field 5 players; they should notify the league commissioner.
3. A fifteen minute grace period will be enforced if a team does not have 5 players at game time. If the fifth player does not appear the scheduled game is canceled. The league encourages both teams to use the gym time and play a game even if it requires one team to lend the other team a player.

4. Two referees and one scorer will be supplied by the league for each game. The scorer is responsible for the game clock and not to maintain either teams score book. Each coach should have a team parent maintain their score book.
5. Each team is supplied two balls and should bring them to each practice and game. There is no need for each player to bring a ball to a game.
6. Coaches are responsible for the decorum of their team. This includes players and guests of players (parents, grandparents, siblings and friends). Good sportsmanship must be taught and observed at all times. Any person who does not conduct themselves in a sportsmanlike manner is subject to ejection from the gym and may be barred from further games.
7. Playing floor is to remain clear of guests between periods.
8. Only players registered in the Syosset Basketball League are eligible to play.