



NSGYB League Rules

The NSGYB league shall use High School Rules published by the National Federation of State High School Associations as modified by the WIAA and the league.

1. Game Time

- 18 minute halves, running clock. CLOCK WILL STOP **LAST 2 MINUTES OF EACH HALF.**
- Minimum of 3 minutes between games.
- OVERTIME: (1ST) 2-minute extra period (2ND) First to score. Clock stops in both periods. 1 TO.
- If 20 points or more in the last 2 minutes, there shall be a continuous clock.
- 3 time-outs, no carry-overs into overtime. 1 time-out per overtime period.

A team with a lead of **15 points or more may not** apply defensive back court pressure and must retreat to the opponent's front court once the opponent secures possession of the ball.

2. Start Time/Grace Period

A team that does not have 4 roster eligible players and an adult coach at the scheduled start time of the game forfeits.

3. Free Throw Line:

Standard for 6th through 8th grades. 4th and 5th grade will be 2 feet closer to the basket.

4TH – 6TH GRADE

4. Zone Defense:

No Zone Defense or half court trapping for grades 4th – 6th. A zone is defined as a player defending an area of the court rather than a player (intentionally or unintentionally). The purpose of the “No Zone” rule is to teach players the basic skills of man-to-man defense. Double teaming a player is not allowed. A defensive players may help out if an offensive player with the ball is driving to the basket. Switching is not considered double teaming.

Penalty for using Zone Defense:

The official will blow the whistle and stop play to give the offending team a warning on the first and second violation (to be recorded in the score sheet). On the third and following infractions the opposing team will be given one (1) point and the ball out of bounds.

5. Back Court Pressure:

For 4th-6th grade, no defensive player is allowed in the opponent's backcourt until **the last two minutes of the game and in overtime.** This restriction begins once the defense secures the rebound or gains possession (complete control) of the ball. half-court trapping is not allowed.

6. **7th & 8th Grades:** Any style of defense is allowed. No rules prohibiting back court pressure throughout the game until a team has attained a (15) fifteen point (or more) lead.

7. Protests:

The league will not recognize any protests unless it relates to rostered players. Protests concerning the validity of a rostered player must be submitted in writing by the head coach within 48 hours of the game.

8. **Reschedule/Forfeits:**

Any team that forfeits or initiates a rescheduled game for any reason must pay the league a **\$50 fee** per occurrence/game. If your team cannot play a scheduled game you must make every effort to reschedule. Court and referee assignment is the responsibility of the team requesting the reschedule with the approval of the opposing coach. Referee fees and or gym fees for rescheduled games are the responsibility of the team that requests the reschedule wherever the games are played.

9. **Rosters:**

There is no limit to the number of players you have on a team. Season ending injuries or parental disciplines resulting in a player's team termination may be replaced but only after consulting with the league director.

a. Players may play up or down a grade level after consulting with the league.

b. Players may only play for one team in any and all levels for League Play & League Tournament(s).

10. **Player Eligibility:**

Players must play on the team in the school district in which they reside or attend school. Upon occasion parents may request in writing to the league directors their child play for another team. The NSGYB league is designed to be a feeder program for those High Schools when advancing into the 9th grade. Once a player quits one team she may not join another without consent of the league. Each case will maintain its own merit and must be submitted in written form.

11. **Referees:**

When a referee witnesses a player hitting their head on the floor or with another player, they may stop the game and allow the player to be attended. At this time, players remain on the court and the team is not charged a timeout. It is up to the coach and/or player to decide if they will be removed from the game.

12. **Conduct of Players, Coaches and Bench**

a. A **maximum** of 3 non-players are allowed on a team's bench.

b. All adult bench personnel, especially coaches, are expected to set a good example by showing respect for game officials and their decisions.

c. Only the head coach, under the rules of the game, may approach the scorer's table to correct an error. If a head coach cannot control "their team's parents" and / or bench a possible forfeit may be necessary. The game officials will mandate a coach's assistance for fan control.

13. **Head Coach may be subjected to the "Seat Belt Rule".**

During the game the Head Coach should stay in contact with the bench area. Brief standing will be allowed for player substitutions and/or instruction but coaches should be seated throughout the game. If this is not followed a coach will be warned and then that coach may be assessed a technical foul. All Assistant Coaches/Bench Personnel must be seated throughout the game.

e. Players, coaches or bench personnel who use profanity in any manner shall be charged with a flagrant technical foul. Penalty for a flagrant technical foul includes disqualification (ejection from the gym) of the offender.

14. **Technical, flagrant and intentional fouls:**

The penalty for technical, flagrant and intentional fouls is an automatic 2 points and possession of the ball. A technical foul may be assessed against the offending team's head coach for repeated violations. Coaches or bench personnel disqualified from a game must leave the premises within 1 minute. Failure to comply may result in a team forfeit.

Coaches, bench personnel or players disqualified from a game because of unsportsmanlike conduct shall receive at least a one game suspension beginning with the team's next League game.

Suspensions can be issued and extended at the discretion of the NSGYB Directors. Whenever an unsportsmanlike ejection or any bench disqualification occurs, game officials are required to notify the Gym Supervisor or NSGYB Directors.

15. **Conduct of Spectators:**

Respect must be shown for game officials and opponents by all in attendance.

Spectators will not have any interaction with the scorer's table during the games. Failure to comply will result in a warning followed by a technical foul (2 points and the ball). After a technical foul, NSGYB personnel may remove the person from the gym.

Volunteers working the score sheet or clock are doing so as a quiet fan. Other than in the duties of their role, they should not be interacting with any player, coach or referee.

a. If an official deems the conduct of a team's spectators to be inappropriate, the official shall inform the team's head coach and, if necessary, give the coach time to address the spectators for the purpose of correcting the problem.

b. Should inappropriate conduct occur after the head coach has been informed a technical foul may be assessed against the team.

c. If inappropriate conduct occurs after the technical foul has been assessed, the game shall be terminated and the offending team shall forfeit.

Note: Officials must inform the scorers to make the necessary documentation in the scorebook whenever any part of this rule is invoked. Game officials can, at their discretion, have spectators removed from the gym without any penalty to either team. Gym supervisors shall notify the NSGYB personnel whenever a spectator is removed from the gym.

16. **Uniforms:**

No technical fouls for illegal shirts or numbers shall be issued. All team members must wear the same color jerseys.

17. **Game Ball:**

Either team will supply a game ball for each game. A legal size 6 (28.5) ball will be used.

