

# 2023 EYSA BASKETBALL RULES

7U/8U/9U

## 1. GENERAL

- a. Game officials have full authority to enforce the rules and regulations of the game. Game officials will have full control of the game facilities beginning 30-minutes before the first game and ending when the final scores have been recorded and verified.
- b. Basic rules of basketball will be enforced with some leniency. However, as the season progresses, the calls from the officials will become tighter.
- c. Any game may be forfeit because of misconduct by a coach, a player, or a spectator.
- d. All players must have a completed Emergency Medical Authorization form (EMA) in their coach's possession to participate in a game.
- e. There are no protests in the EYSA basketball program.
- f. Game cancellations will ONLY be posted on EYSA's Facebook page.
- g. Coaches or spectators may be used as game officials in the event that no EYSA officials are available.
- h. Game scores/wins/losses will all be kept.
- i. 10' hoops will be used.
- j. 27 1/2" balls will be used.
- k. Non-marking shoes must be worn.
- l. All jewelry must be removed. Taped jewelry is not permitted. Medical bracelets must be secured with tape so that they are not loose.
- m. Baseball caps are prohibited.
- n. Players with visible blood may not continue playing until the bleeding has stopped and no more blood is visible, including on the player's clothing.

## 2. CONDUCT

- a. Coaches will be held to the highest behavioral standards. Any coach who is observed criticizing the officiating of the game will be charged with a technical foul.
- b. Coaches may only enter the court during injuries or timeouts. Any coach entering the court otherwise will be charged with a technical foul.
- c. There will be no warnings issued for conduct violations.

## 3. PREGAME

- a. Coaches must provide the score table with their game day roster at a minimum of 10-minutes before the scheduled start of the game. Game day roster must include the player's first initial, last name, and jersey number.

## 4. ROSTER

- a. All players must be registered with EYSA to participate.
- b. All players must have a number on their jersey. Duplicate numbers on the same team are prohibited.
- c. Teams found playing unregistered players will forfeit the game.
- d. Players must wear their EYSA basketball jersey as the outermost garment.
- e. Coaches are required to play all players in each half and provide the opportunity for an equal amount of playing time to the best of their ability.

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- f. Teams must have minimum of 5<sup>7U/8U/9U</sup> players to start the game. If a team can only field 5 players, games will be 4-on-4 with 1 substitute. Failure to field 5 players will result in a forfeit.
- g. There is an 8-minute grace period for teams to meet the minimum roster size.
- h. Teams may use substitute players in accordance with the EYSA Policy Manual.

## 5. SCORES

- a. At the conclusion of each game, coaches will review and sign the scoresheet. Any discrepancies regarding the scoresheet must be resolved by the referee prior to the coaches leaving the game area. Scores become final once both coaches sign the scoresheet.

## 6. SCORING/CLOCK ERRORS

- a. Any errors regarding the clock or the score can be rectified by the referee so long as the correction occurs no later than the next dead ball incident.

## 7. CLOCK

- a. A stop clock will be used. There will be no shot clock.
- b. Games will consist of four 7-minute periods. Games in which the 10-minute grace period was used will consist of four 6-minute periods.
- c. Time between periods will be 2-minutes. Time between halves will be 5-minutes.
- d. Coaches are prohibited from making attempts to influence the actions of the timekeeper.

## 8. OVERTIME

- a. Overtime will be 3-minutes operating under a stop clock.
- b. One 60-second timeout will be added to the total number of remaining timeouts a team has at the end of regulation play.
- c. Press defense is prohibited.
- d. If there is a tie after the first overtime period, a sudden-death overtime will commence.
  - i. The first team to score in sudden-death overtime wins.
  - ii. Sudden death-overtime will begin with a jump ball.
  - iii. No timeouts will be available during the sudden-death period.

## 9. TIMEOUTS

- a. Timeouts may only be called when the team calling a timeout has possession of the ball.
- b. Three 60-second timeouts will be available for each team each half. Unused timeouts do not carry over, except in regard to rule 8.b.
- c. Coaches who call an illegal time out (i.e. when they have none remaining or when their team does not have possession) will be charged with a technical foul.

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## 10. DEFENSE

- a. MAN-TO-MAN DEFENSE
  - i. Players will attempt, to the best of their ability, to maintain a distance of no more than 6-feet from the player they are guarding while inside the defensive dome. Defensive players are not required to guard their player if their player is outside of the defensive dome.
- b. ZONE DEFENSE
  - i. Zone defense is prohibited.
- c. PRESS DEFENSE
  - i. Press defense permitted only in the last 2-minutes of a half.
  - ii. Teams that are ahead by 10 or more points are not permitted to use press defense.
- d. DEFENSIVE “DOME”
  - i. The defensive “dome” is the area of the court where zone defense is prohibited. The dome begins approximately 1-foot outside the 3-point arc and encompasses the entire area from that point to the baseline.



- e. DOUBLE TEAMING/TRIPLE TEAMING/SWITCHING
  - i. Double and/or triple teaming is prohibited.
  - ii. Switching defensive assignments is permitted only during screen plays.
- f. Closely guarded rules apply.
- g. WRIST BANDS
  - i. Colored wrist bands are provided by EYSA to help players identify their defensive assignments. All players must wear colored wrist bands that correspond with the players on the opposing team.
- h. Any violations of Section 10 will result in the fouled team receiving 1 point, plus possession of the ball at the midcourt line.

## 11. OFFENSE

- a. Balls that hit the bottom, side, or top of the backboard are live. Balls that hit any supporting bracket of the backboard or balls that go over the backboard will be out of bounds.
- b. Any try that results in the ball getting stuck between the rim and the backboard will result in a throw-in based off the possession arrow.

## 12. SUBSTITUTIONS

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- a. Players must check in at the score table and kneel near the bleachers prior to subbing in. Substitutions may be made during dead balls and with the referee's permission.

## **13. INJURIES**

- a. Injured players must take a knee to indicate an injury if possible.
- b. Game officials may call an injury timeout if it appears to them as if a player is injured.
- c. If an injured player is able to quickly resume play, they needn't be substituted (referee discretion).
- d. If a coach enters the court or is summoned onto the court to tend to an injured player, the injured player must be substituted.
- e. Coaches can elect to use a timeout to "buy" the injured player back into the game immediately without being substituted.
- f. Players who are removed from the court as a result of showing the symptoms of a concussion may not return until the player has been cleared in accordance with the EYSA Policy Manual.

## **14. FOULS**

- a. Players who commit 5 personal fouls will be deemed fouled out of the game.
- b. FREE THROWS
  - i. There will not be any free throws.
- c. PERSONAL FOULS (non-bonus)
  - i. Non-Shooting Fouls
    1. Possession is awarded to the fouled team at the appropriate throw in location.
  - ii. Shooting Fouls
    1. The fouled team will receive 1-point plus possession at the midline if the attempt was a 2-point try.
    2. The fouled team will receive 2-points plus possession at the midline if the attempt was a 3-point try.
    3. Throw-ins resulting from shooting fouls will be taken at the mid-court line.
- d. BONUS STATUS
  - i. Teams that commit more than 7 team fouls in a half will be in "bonus" status.
  - ii. Non-shooting fouls.
    1. After the 7<sup>th</sup> team foul for a team in a half, the fouled team will receive 1 point plus possession at the midcourt line.
  - iii. Shooting fouls
    1. After the 7<sup>th</sup> team foul for a team in a half, the fouled team will receive 2 points plus possession at the midcourt line if the shooter was fouled during a 2-point try.
    2. After the 7<sup>th</sup> team foul for a team in a half, the fouled team will receive 3 points plus possession at the midcourt line if the shooter was fouled during a 3-point try.
- e. There is no double-bonus.
- f. TECHNICAL FOUL

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- i. Technical fouls are issued for <sup>7U/8U/9U</sup> unsportsmanlike conduct and/or conduct that delays the progress of the game.
- ii. Fouled team receives 2 points plus possession at the midline.
- iii. Player or coach ejected after two technical fouls in the same game.
- g. FLAGRANT FOUL
  - i. Flagrant technical fouls are issued for conduct that intentionally or recklessly creates a safety risk for participants and/or spectators.
  - ii. Fouled team receives 2 points plus possession at the midline.
  - iii. The offending player or coach is immediately ejected from the game.
  - iv. Any coach or player who is ejected from the game must meet with the Commissioner prior to participating in any further EYSA practices, games, or events.

## 15. PLAYOFFS

- a. Playoff seeding will be based on division standings after 9 games.
  - i. 1<sup>st</sup> place will play 2<sup>nd</sup> place in the final game of the season. The winner will be crowned the division champion. The loser will be awarded 2<sup>nd</sup> place.
  - ii. 3<sup>rd</sup> place will play 4<sup>th</sup> place. The winner will be awarded 3<sup>rd</sup> place. The loser will be awarded 4<sup>th</sup> place.
- b. Tiebreaker Analysis
  - i. Winning Percentage
  - ii. Head-To-Head
  - iii. Head-To-Head Differential
  - iv. Total Points For
  - v. Total Points Against
  - vi. Total Points Differential
  - vii. Lowest Number of Forfeits
  - viii. Coin Toss