

WYBA Recreational League Rules Boys 7th/8th Grade

The home team is responsible for providing the time-keeper, the visiting team is responsible for the score-keeper.

Game Timing: Games will consist of four (4), eight (8) minute quarters.

The time-keeper will start and stop the clock when signaled by the referee during the following situations:

- (1) The clock will stop at or near the 4:00 minute mark of the quarter to allow for substitutions. The referee will instruct the time-keeper when to stop the clock. Stoppage will occur when the referee can do so without interfering play.
- (2) The clock will stop for all shooting fouls.
- (3) The clock will stop during Team or injury timeouts.
Each Team is permitted one [1 minute] and one [30 second] time out per half. There is no carry over for unused timeouts.
- (4) The clock will stop for a TWO MINUTE halftime.
- (5) The clock will stop on ALL WHISTLES the last two minutes of the game (either 4th Period or added 4-minute period).

The referee keeps the official time. If a question arises during the game on any matter including the time, the referee's decision is the final authority.

The score-keeper responsibilities include:

- (1) Keeping track of the score.
- (2) Keeping track of individual player fouls. A player is disqualified from the game on his/her 5th foul.
- (3) Keeping track of team fouls by half. One and One Bonus free throws will be awarded on the seventh [7th] through [9th] Team Fouls in a half. A Double Bonus of two free throws will be awarded on the 10th Team Foul and subsequent fouls in a half.

The scorebook is the official record if there is a dispute between the book and scoreboard.

Playing Time: Coaches are required to play each player a minimum of 16 minutes per game. Each eligible player must play in each quarter unless they are unable to play due to an injury or sickness. It is recommended that coaches substitute at the 4:00 (midway) point of each quarter. If a team has more than 5 players in attendance, each player must sit out a minimum of one 4:00 minute continuous period.

Free Throws: Players can move into the lane on the RELEASE of the shot.

Pressing: Full court pressing is permitted unless the winning team has a ten point or more lead. If the lead drops to less than ten points, the full court press can be reapplied. You are permitted to half court trap/press at all times.

Type of Defenses: There are no restrictions on the type of defense that can be played except for the pressing rule.

Overtime: There is no overtime period. If the score is tied at the end of the regulation, the game ends as a tie.

Misconduct: Any player or coach receiving two technical fouls during the game for their conduct will be ejected from the gym and automatically suspended for the next game. It will be up to the Executive Director to determine if additional suspension is warranted.