

2016-17 South East NH Recreational Basketball League

7th & 8th Grade Division Rules

GENERAL

- 1) **Official High School Basketball Rules** shall apply unless specifically noted in local league rules.

ELIGIBILITY RULES

1. NO all-star teams or "A"/"B" teams are allowed.
2. Each team must submit a roster of no less than 8 and no more than 15 players prior to the start of the season.

GAME PRELIMINARIES

1. Home Teams are responsible for setup of the gymnasium and cleanup of the gym. Please refer to you individual town facility for responsibility.
2. The home team is responsible to provide timekeeper and scorekeeper.
3. Official size 29.5 basketballs will be used for boys.
4. Official size 28.5 size basketballs will be used for the girls.
5. Each home gym will be equipped with first aid kit with sufficient number of ice packs for home and visiting teams.
6. The home team will provide basketballs for the visiting team to warm up with before the game.

REFEREES:

The League will provide referees. One referee shall be a patched official.

DRESS:

1. Please have all players change out of street shoes before entering the gymnasium. Make sure all shoes are clean. This preserves the gymnasium and keeps players safer.
2. All players are required to wear a uniform shirt (preferably with numbers on the front and back), basketball shorts, and sneakers.
3. No jewelry of any type will be worn.

GAME

1. Please start games promptly. A ten-minute grace period will be allowed for a regulation team to be present before a forfeit is declared. Teams must have at least five players to start a game. If five players are not present within the allotted grace period, the game is forfeited. Once a game is forfeited, the coaches can the use their scheduled facility time as they wish.
2. Games will consist of four 7 minute stopped time periods, **not running clock**. Period breaks will be for 1 minute and half time will be for a maximum of 4 minutes.
3. Each team is allowed 4 time-outs. 2 time-outs will be one minute and may be taken any time during game. The other 2 time-outs will be 30 seconds and may be taken any time during the game.
4. If a regular season game ends in a TIE, each overtime period is 4 minutes.

5. NO PRESSING (backcourt defense) if your team is ahead by 10 or more points. First violation will be a warning; all subsequent violations are team technical fouls. **There are no other defensive restrictions.**
6. Clock will go to running time excluding foul shots and timeouts so long as a team leads by 20 or more in the second half.

MINIMUM PLAY RULE

Each player is expected to play an equal amount of time. Adherence to this rule is solely the responsibility of the head coach. Any violations by a coach of the minimum play rule should be reported by an individual to the appropriate town coordinator.

FINAL GAME

The final game will be a rivalry match up. The schedule will be determined based on the season play.

CODE OF CONDUCT

1. **Head coaches are responsible for their conduct and the conduct of their players, assistant coaches, and their team's parents and fans.**
2. Profanity by players, coaches, or fans results in automatic ejection and an individual technical foul. **Any technical fouls against coaches, players and fans should be reported to town coordinator.**
3. Any player or coach ejected must sit out next game. Any fan ejected must not attend the next game. Both must immediately be reported to town coordinator.
4. This league is for the children.... keep this in mind at all times. **Coaches will not abuse the referees. Players/coaches/fans shall not make significant dramatic body language or vocally complain about a call. This will result in either a warning or a technical foul. A second warning will result in a technical and possible game disqualification. Fans will also be required to leave the facility.**

CANCELATION PROCEDURES

Game cancellations will be decided by the home team Coordinator. The Coordinator will communicate the decision to all Town Coordinators and the Head of Referees.