

EAST BAY YOUTH ATHLETIC LEAGUE 2007 - 2008 E DIVISION PLAYING RULES

THESE RULES MUST BE PRESENT AT EACH LEAGUE GAME. IT IS THE RESPONSIBILITY OF THE TIMEKEEPER OF THE FIRST GAME TO HAVE THE RULES PRESENT AT THE SCORER'S TABLE.

UNLESS STATED, ALL DIVISIONS WILL ADHERE TO THE NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS RULES.

EACH TEAM WILL SUPPLY ONE VOLUNTEER REFEREE FOR EACH GAME.

GAME TIME:

1. All divisions: 8 minute running time quarters. The last 2 minutes of each half is stop time. The 30 second shot clock will not be used.
2. Time will only stop for shooting fouls, time outs and at the referee's discretion, except for the last 2 minutes of each half.
3. 1 minute between quarters.
4. 3 minutes between halves.

TIME OUTS:

1. 4 Time outs per game.
2. No 20 second time outs.

SCOREBOARD:

1. No score is to be kept on the scoreboard. The scorebook is kept only for checking in, fouls and timeouts.

FOUL SHOTS:

1. One-and-one on the seventh team foul of each half.
2. Two shots on the tenth team foul of each half.
3. Free throws will be shot from the bottom of the jump circle. The shooter's momentum can cause the player to cross the free throw line without being penalized as long as, in the referee's judgement, no significant rebounding advantage is gained.

OVERTIME:

1. No overtime in the E Division.

UNIFORM CODE:

1. Team shirts shall be the same solid color front and back. Undershirts, if worn, shall be the same as the uniform color. Shirts must have legal numbers on the front and back. Illegal numbers will draw a technical foul.
2. Team shorts can NOT have pockets or belt loops. Bicycle shorts are illegal. Compression shorts are allowed but must be of single color similar to the predominate color of the team shorts.
3. If there is a conflict in team colors that cannot be resolved between the participating teams, the home team is designated to wear white.
4. "LIGHT-UP SHOES" are forbidden in all divisions.

SPORTSMANSHIP:

FULL COURT PRESS:

1. No full court press.
2. The offensive team must be allowed to bring the ball across the mid-court line. Once the offensive team gains control in the backcourt, the defensive team must retreat to the front court without interfering with the team bringing up the ball.
3. By definition, there is no team control when the ball is in bounded, however, by EBYAL Rule, the defense is NOT allowed to make any play in the backcourt, and therefore may not interfere with the offensive play.
4. Upon defensive interference, it is the referee's discretion to stop play and award the offense the ball out of bounds or let the offensive action continue. The defense should be warned of their action where practical.

HALF COURT PRESS:

1. Half court pressure defense (double teaming, trapping, etc.) is not allowed until games played **effective January 12, 2008**. Until then, no defense can put pressure on the ball beyond the 3 point arc. This rule can be waived if both coaches agree.

ALL PLAY RULE:

1. All healthy uniformed players must play at least 8 minutes of the game. In the first and third periods, the clock will be stopped at the 4 minute mark. All bench players must check in prior to the 4 minute mark. All bench players must then enter the game. **THIS IS NOT A TIME OUT! PLAY IS STOPPED FOR SUBSTITUTION ONLY.** This is not an alternating possession situation. No other substitutions are allowed in these periods, unless a player is injured or fouls out. If a team has less than ten players, only a player(s) who played in first half of the first or third period can be removed in the second half of the first or third period. If a team has more than ten players those additional players must get their 8 minutes of playing time in the second and fourth quarters.