

## C BYA Rules Cheat Sheet

		1st/2nd	3rd/4th	5th/6th	7th/8th
<b>Pre-Game</b>	<b>Ball Size</b>	27	Girls 27 / Boys 28.5	G5/G6 28.5 : B5 28.5/B6 29.5	Girls 28.5 / Boys 29.5
	<b>Basket Height</b>	G1/2 & B1 8 foot: B2 9 foot		10 Feet	
	<b>Home Team</b>	Home Team Sits Closest to the Scorers Table. In the 1st half, Home Team Shoots on the Basket Opposite Their Bench			
<b>Scorekeeping</b>	<b>Playing Time</b>	All eligible players must play a minimum of 1 uninterrupted quarter per half. No player can play more than 3 quarters unless every other player had played 3 full quarters by the end of the game. (6 players - All players play at least 3 full quarters: 7 or 8 players - All players play at least 1 full quarter each half, and sit at least 1 full quarter). If one team has seven or more players and the other team has six or fewer players, the team with 7+ players may elect to play one player for four quarters. Adjustments allowed for 9 player rosters.			
	<b>Substitutions</b>	No subs until 4th quarter unless you have 9 active players: Substitutions in the 4th quarter must abide by the above playing rules			
	<b>Injury Subs</b>	A player coming out due to injury will be replaced from the pool of players who have played the least at the time of the injury. IF the injured player is able to return during the same quarter, they much check in immediately for the player who replaced them. For playing time purposes, it will count as a fully played quarter for the injured player and does not count as time played for the replacement player.			
	<b>Quarters</b>	See Reverse Side of Sheet	4 Ten Minute Quarters		
	<b>Clock Stops</b>	Last minute - 10 points or below	Last 2 minutes of each half if score within 20 points, last minute of overtime		
	<b>Scoreboard</b>	DO NOT SHOW score discrepancy if > 25 points			
	<b>Overtime</b>	NO	1st OT 4 minutes running clock, 2nd OT sudden death		
	<b>Time Outs</b>	2	4 - 30 second time outs, 1 in OT, no carry overs		
<b>Referees</b>	<b>Free Throws</b>	9ft. Nobody enters lane until ball hits the rim. No violation for entering lane unless shooter gets the rebound. <b>Halftime Free Throws:</b> Each player shoots 2 FT, 1 pt. limit per player.	12 ft. no violation for crossing line on shot as long as shooter does not get rebound	12 ft. Girls / 15 ft. Boys	15 feet
	<b>Press</b>	Not Allowed	Last 2 minutes of each half and the 1st minute of overtime no press if leading by 20 points		Allowed unless leading by 20 points
	<b>Defense</b>	Man to Man, help defense allowed when ball handler is inside the key		Any, but no trapping outside 3 point line except B6 during press	Any
	<b>Safe Zone</b>	Yes, except presst time. After crossing half court, 5 additional seconds to cross safe zone. Instruct players to cross 1/2 grade, instruct to attack in 3/4 grade. Once safe zone crossed, can only be re-established on any inbounds pass when ball is receive behind hash mark.		NO	
	<b>Key Violations</b>	None	5 Seconds		3 Seconds
	<b>Fast Break</b>	Allowed unless 20+ point lead			
	<b>Turnovers</b>	ALL FOULS CALLED. Minor violations not called unless it creates a clear advantage or in the act of shooting. Offenseive team gets ball back for traveling, double dribble (G1/2, B1) B2 results in a turnover	Minor traveling/double dribble allowed prior to reaching safe zone in December and during non-press time in the game	High School Rules	
<b>Conduct</b>	ANY conduct deemed detrimental to the league by a player, coach or spectator may result in disciplinary aciton including ejection and/or suspension from future games.				

### 1st/2nd Grade Rules for Running Clock

Period	Minutes	Running Clock
Tipoff 1st Quarter	10	10
Break 2nd Quarter	3 10	13
Halftime 3rd Quarter	6 10	16
Break 4th Quarter	3 10	13
<b>Total Time</b>	<b>52</b>	<b>52</b>