

PYBL SUMMER LEAGUE GAME RULES

1: CLOCK RULES

- 4th/5th Grade Games:** 12 Minute Halves with Stopped Clock
- 6th/7th Grade Games:** 12 Minute Halves with Stopped Clock
- Warm-Up Period:** 5 Minutes, subject to change at the discretion of the site director if an adjustment is needed to keep games on time.
- Halftime Period:** 2 Minutes
- Running Clock:** Clock will become a Running Clock if a team is up by 15 points at any point in the game. Clock will return to normal if a team gets back under 15 points.
- Timeouts:** Three (3); 30 Second Timeouts. 1 additional timeout is awarded per team in overtime.
- Overtime Rules:** Sudden Death Rules:
4th/5th Grade: First team to score at least 2 points will be declared the winner.
6th/7th Grade: First team to score at least 3 points will be declared the winner.

2: DEFENSE RULES

- Press Defense:** 4th/5th Grade: Press Defense is only permitted in the last two minutes of the second half/OT. Press Defense is not permitted when a team is up 15+ points.
6th/7th Grade: Press Defense is permitted the entire game. Press Defense is not permitted when a team is up 15+ points.
- Man-To-Man Defense:** Man-to-Man Defense is required in the half court for 4th/5th/6th Grade Boys and Girls games. All types of press defense are allowable in the full court if it drops back to Man-to-Man defense once the opposing team breaks the press.
Zone Defense may be used for 7th Grade Boys and Girls games.
- Personal/Team Fouls:** Players are allotted 5 personal fouls before fouling out.
1 and 1 begins on all non-shooting team fouls beginning with the 8th team foul of the half and will continue with every non-shooting foul thereafter. No Double Bonus.

3. OTHER RULES

- Home Team:** The team listed first on the schedule is the Home Team and will wear white/light.
- Game Ball:** 4th/5th Boys and all Girls games will use a size 28.5 Basketball.
6th/7th Boys will use a size 29.5 Basketball.
- Free Throws:** 4th Grade Players are permitted to jump over the free throw line on a foul shot.
5th/6th/7th Grade Players are not permitted to jump over the free throw line on a foul shot.
- Team Conduct:** Player Technical Foul(s): A player receiving one Technical Foul will need to be subbed out of the game and cannot return for the remainder of the half. A player receiving two Technical Fouls will result in the player being ejected for the remainder of the game.
- Coach Technical Foul(s): A Coach receiving one Technical Foul will result in the coach needing to sit down on the bench for the remainder of the game. A Coach receiving two technical fouls will result in the coach being ejected from the game and the team automatically forfeiting the remainder of the game.