

NATIONAL YOUTH SPORTS RULES BASKETBALL: 8 & 9-YEAR-OLDS

Applies to both practices and games.

ATTIRE

- 1. The provided NYS jersey or approved uniform must be worn at all times. No exceptions!
- 2. No hats/ball caps. Jewelry that can be removed must be removed (exceptions: religious and/or medical medallions. New piercings must be covered with athletic tape or a bandage.

COURT

- 3. The playing area is full court.
- 4. The height of the basket will be approximately 10 feet.
- 5. The free throw line will be 12 feet from the basket.

TEAM

- 6. Players must be listed on the official season roster to be eligible to play. There will be roster check-in.
- 7. The home team is listed on the schedule first and will bring the game ball.
- 8. The game will be played 5-on-5. *You may share players if one team has more than the other.
- 9. Each team will have a maximum of 10 players on their roster.
- 10. Any more than 10 players on a roster must be approved by the league coordinator and Head Coach.
- 11. Each player must play at least half of every game.
- 12. All players must play in both halves.
- 13. No player will be allowed to play in all four quarters unless the team has less than seven players for the game.
- 14. Player substitutions can occur between quarters or any dead ball. You must get the officials attention (report/kneel at the score table).
- 15. Two coaches are allowed on sideline during the game.
- 16. Coaches are not allowed on the court during play.
- 17. Each team's bench must be seated and cheering positively for their team.
- 18. Coaches are given the authority to sit a player that is acting unsportsmanlike or that has missed several practices without a legitimate excuse. The referee must be notified before the game starts.

GAMEPLAY

- 19. The size of the basketball is 28.5 inch or size 6.
- 20. The game will consist of four 8-minute quarters with a running clock, except for timeouts and the last 2-minutes of the fourth quarter when the clock stops for every whistle.
- 21. There will be two 30-second timeouts per team per half.
- 22. Half-time will last 3-minutes with 1-minute between quarters.
- 23. Possession will alternate each quarter, jump ball or double foul.
- 24. A jump ball will start each game.
- 25. After each basket, the opposing team will then inbound the ball from their end line.
- 26. Player may land over the free throw line after shooting a free throw. All other players lined up may not move until the ball hits the rim.
- 27. Offense must bring the ball across half court within the 10-second time limit.
- 28. Defense must be man-to-man, no zone.
- 29. Double-teaming is allowed in the lane area only.
- 30. Backcourt defense is not allowed. Each team is allowed two warnings per half. On the third violation, a technical foul is assessed with two free throws and ball.



NATIONAL YOUTH SPORTS RULES BASKETBALL: 8 & 9-YEAR-OLDS

Applies to both practices and games.

- 31. Clear-outs are not allowed.
- 32. No official score will be kept.
- 33. Game time will be kept by either the official or scoreboard clock.
- 34. No forfeits!

GAMEPLAY: FOUL & VIOLATIONS

- 35. Five second lane violations will be called.
- 36. After 3rd double team or back court defense call, the opposing team will shoot a "1 and 1".
- 37. Players will foul out on their fifth foul.
- 38. If a player receives a third foul in the first half, the player may be substituted.
- 39. If a team receives their seventh foul, non-shooting, in one half of play, that foul, as well as each occurrence thereafter, results in the opposing team shooting one-and-one free throws.
- 40. If a player is fouled in the act of shooting and misses the basket, the player will be awarded 2 free throws. However, if the basket was made, basket counts, and the player is awarded 1 free throw.
- 41. Trash talking will results in a technical foul.
- 42. Unsportsmanlike conduct from both coaches and players, playing or on the bench, will result in a technical foul and player ejection. The opposing team will be awarded two points and possession of the ball.