

Medina Valley Youth Basketball Association  
Seventh & Eighth Grade Game Rules  
2017-2018

1. Boys & Girls will use 10 ft. goals. Free throws will be shot from the regulation free-throw line for both 7<sup>th</sup> & 8<sup>th</sup> grade boys and girls.
2. A player whose name appears in the official score book **MUST play one half of the game.** *Note: If a player arrives after the start of the game the amount of playing time for that game will be at the coach's discretion. Additionally, if a player has not participated in scheduled team practices that players playing time will be at the discretion of the coach. It is suggested that the coach confer with the player and parent prior to the game if this situation occurs.*
3. Games are to be played as scheduled unless approved and changed by the Medina Valley Basketball Board. **No swapping of games!**
4. All non-players must be in the bleachers and cannot at any time go near the playing area. Each coach is responsible for the behavior of his team's supporters.
5. The UIL Official Basketball Rulebook for 2017-2018 will govern play with the following clarifications;
  - A. A junior size ball will be used for girls play; a regulation-sized ball will be used for boys.
  - B. A game will consist of four quarters of eight (8) minutes each. The clock will stop only for free throws and time outs, except for the last one-minute of each half. In the last minute of each half the clock will stop for all dead ball situations.
  - C. There will be a 1-1/2 minute break between quarters and 3 minutes between halves.
  - D. Time Outs
    - a. Three time-outs per team per game
    - b. Each time out will be 1 minute long
  - E. In the case of a tie, one 3-minute overtime will be played. The clock will only stop for free throws and time outs for the first two minutes of the overtime period. The last minute of the overtime period will be treated as the last minute of each half. Each team will receive one timeout. Play will begin with a jump ball at center court. If the game remains tied at the end of the overtime period the game will be over.
  - F. A player may not commit more than five (5) fouls per game. After committing the 5<sup>th</sup> foul the player must sit out for the rest of the game.
  - G. ANY TYPE OF DEFENSE IS ALLOWED.
  - H. THE THREE POINT LINE IS IN N PLAY. SHOTS FROM BEYOND THE LINE WILL COUNT AS THREE POINTS.
6. Technical Fouls – Penalty is two free throws and possession of the ball.
7. If a team can only field 4 players at the start of the game then the opposing team will field only 4 players. However, if a team starts with 5 players and one or more players foul out, are injured, or leaves the game for any reason, the game will continue with that team playing with the players eligible to participate. The other team will not be required to play “short handed”.
8. A full court press will not be allowed if a team has a 15-point or greater lead in the score. The trailing team can continue to press if desired. If the lead is reduced below 15 points the full court press can be resumed.
9. The scoreboard will be reset to zero if one team establishes more than a 20-point lead in the 4<sup>th</sup> quarter. The clock will continue to run as normal.

Medina Valley Youth Basketball Association  
Rule Clarifications  
2017-2018

TO: Referees & Coaches

Regarding Violations

3-Second Rule –

Offensive player may not stay in the lane longer than 3 seconds once the ball crosses mid-court. The count shall be terminated upon a shot that hits the rim. The count doesn't start again until the offensive team secures control of the ball.

Out-Of-Bounds –

If a player attempts a shot and it hits the bottom or the side of the backboard it is still in play. However, if it touches the top, the back, or any supports behind the backboard it is out of bounds, considered to be off of the last player to touch the ball.

Free Throw –

No player can enter the lane until the shooters release the ball.

Throw In –

Any time a referee hands the ball to a player, the throw-in shall be made from that spot. The person making the throw-in must maintain one "pivot foot" until the ball leaves their hands. *Note; after a successful basket the player in bounding the ball may run the baseline to throw the ball to their teammate.*

Regarding Fouls / Penalties

Bench Area Restrictions –

All bench personnel except the head coach shall remain seated on the bench while the ball is live except to spontaneously react to a play. *ONLY ONE COACH SHOULD BE STANDING AT ANY GIVEN TIME.*

Unsportsmanlike Conduct –

Team members and coaches may not taunt, bait, or ridicule another player. The penalty will be a technical foul assessed at the discretion of the referee.

Technical Fouls –

Penalty is two free throws and possession of the ball to the offended team.

Team Fouls per Half –

On the 7<sup>th</sup> team foul, common fouls will be awarded a 1+1. Shooting fouls will still be 2 shots.

On the 11<sup>th</sup> team foul, common fouls will be awarded 2 shots.

Any coach ejected from a game for any reason will automatically serve a one game suspension.

Any ejected from a second game must come before the board before resuming coaching duties.

Scoring & Timing

The three point line is in play in the 5/6 Grade Levels.

First/Second & Third/Fourth grade levels will never be allowed to utilize a full court press.

Fifth/Sixth grade levels cannot press if they hold greater than a 15-point lead.

The scoreboard will be turned to zero in the forth quarter if one team leads by more than 20 points.

Medina Valley Youth Basketball Association  
Scorekeepers & Timekeepers Instructions  
2017-2018

1. 1<sup>st</sup>/2<sup>nd</sup> & 3<sup>rd</sup>/4<sup>th</sup> Grade Games - 4 quarters of 5 minutes each.
  - A. The clock will stop for:
    - Dead Balls
    - Violations & fouls
    - Time-outs
  - B. Players must be removed from the game after committing their sixth personal foul.
  - C. All players must play in two full quarters. Check scorebook at the beginning of the 4<sup>th</sup> quarter to verify that all players have played in two full quarters. *Exception: If a player arrives after the start of the game the amount of playing time for that game will be at the coach's discretion.*
2. 5<sup>th</sup>/6<sup>th</sup> Grade Games - 4 quarters of 8 minutes each.
  - A. The clock will be kept running except for:
    - Free throws
    - Time-outs
  - B. In the last one minute of each half and overtime, the clock will stop for:
    - Free throws
    - Time Outs
    - All dead ball situations
  - C. Players must be removed from the game after committing their fifth personal foul.
  - D. All players must play in one half of the game. At the beginning of the 4<sup>th</sup> quarter remind coaches of the participation rules to insure all players are included. *Exception: If a player arrives after the start of the game the amount of playing time for that game will be at the coach's discretion.*
3. Time Outs – All grade levels;
  - Three time outs per game
  - Each time out is one minute long. Buzz teams back on the court after 45 seconds.
4. Free Throw Bonus Situation  
Turn on the bonus light after the sixth team foul each half.
5. Held Balls – All grade levels;  
Alternate possessions between teams. Remember to switch arrow on scoreboard or on scorers table.
6. Buzz in substitute players on dead balls only (when the clock is stopped). Do not interrupt play for substitutions.
7. Do not stop the clock after a made basket – only on an official's whistle.
8. On a throw in, the official will signal to start the clock by dropping his hand. It will occur when the ball is touched in play, not when the ball leaves the inbounders hands.
9. Referees should always face the scorer's table when calling fouls.
10. Each team will begin the game shooting at the basket on the opposite end of the court from their bench.
11. Each team must provide one volunteer to keep score or run the clock.