

In-House 9th – 12th Grade League Rules

Issued February 2020, updated 12/2021, 9/2022, 9/2023, 12/2023, 3/2024



The league's objective is to have fun playing basketball with and against your friends.

Official Minnesota High School Basketball rules will apply in all cases unless abridged explicitly by the following rules specific to each league.

1. Game Length:

- a. Games will be two halves. Each half will be 16 minutes, stop time, in length. There is a 65-minute total game time limit.
- b. At the losing team's option, if they are behind by 20 or more points with 8 minutes to play in the game, the clock will convert to running time until the lead is 10 points or less.
- a. Halftime will be 3 minutes in length.

2. Overtime: If any regulation game ends in a tie, there will be a one-minute rest period, followed by two-minute overtime. A jump ball will start the overtime. If the game is still tied, the winner in sudden death overtime will be the first team that scores. There is a 65-minute game time limit.

3. Forfeit: If any team fails to have four (4) players and a coach or a designated adult substitute coach available within five minutes after the scheduled start time, the referee will declare the game forfeited. If a team only has four players, the coach of the four-player team can elect to play 4 vs 5 and the outcome will be recorded as an official game, otherwise the game will be forfeited. The teams can still choose to scrimmage, play 4 on 4, or exchange players to play 5 on 5. A forfeit will result in a score of 20 – 0.

4. Coaches/officials meeting: Coaches and officials should meet at half court before starting the game to review any rule concerns. Coaches must exchange line-ups / substitution rotations at the beginning of the game to avoid conflicts about player rotation.

5. Scoreboard operator and scorekeeper: Each team should provide one (1) adult to serve as the scoreboard operator or the scorekeeper (keep the official score, fouls, time-outs, and the alternate possession.) The scoreboard operator and scorekeeper must sit together.

6. Jump Balls: After the initial jump ball at the start of the game, subsequent jump ball situations use the alternate possession rule. A jump ball will start overtime.

7. Time outs:

- a. Three (3) time-outs per game, per team, will be allowed.
- b. One (1) time-out per team will be allowed during overtime.

8. Playing time requirements and substitutions:

- c. The game is divided into eight (8) four-minute playing rotations. No player should play more than one (1) rotation greater than all other players.
- d. Coaches should use the "Player Rotation" sheet to ensure proper substitution.
- e. The chart below indicates playing expectations:

10 Players	10 play 4 rotations
9 Players	4 play 5 rotations; 5 play 4 rotations
8 Players	8 play 5 rotations
7 Players	5 play 6 rotations; 2 play 5 rotations
6 Players	4 play 7 rotations; 2 play 6 rotations

- f. Overtime and sudden-death overtime are not counted in equal playing time requirements. Coaches are allowed to select any five (5) eligible players.
- g. The official will call a 20-second time-out at the 12:00, 8:00, and 4:00 minute mark of each half (+/- 15 seconds) for substitutions only. A dead ball is not required - only that neither team has an offensive advantage.
- h. Coaches cannot remove players from the game if they are in foul trouble.
- i. Coaches may remove injured players or players ejected by the referees at any time.
- j. It is the coach's discretion to remove players who receive a technical foul at any time.

- k. Playing time requirements must be honored when replacing an injured player or a player that fouled out. (e.g., If a player fouls out in the last rotation, he needs to be replaced by any player who has played the least number of rotations thus far in the game.)
- l. Players who show up late for a game will NOT have their rotations made up during the game. The equal playing time rule will start with the next rotation (No player will play more than one rotation than any other player). When a player shows up late, the Coach is required to complete a new rotation sheet that should be shared with the opposing team's coach.
- m. Coaches can reduce playing time for a player for behavior violation of the EPBBA Code of Conduct Policy. The Coach should coordinate this with the Grade Level Commissioner.

9. Types of defense: All defenses are allowed.

10. Pressing: Full-court presses are allowed until the difference between team scores is 20 points. The officials will warn a team to stop pressing if that team's lead is greater than or equal to 20 points.

11. Foul Rules: The Minnesota State high school league rules apply. The rules are summarized here. One exception is noted below.

- a. Teams will begin shooting the one-and-one when the opposing team commits its seventh team foul. Two shots at ten fouls.
- b. Players foul out of the game when they commit their fifth foul. EXCEPTION: If a team is short players, the last person fouling out will remain in the game. Every foul committed by that player from that point on will result in two points plus the ball out of bounds at mid-court, though this will NOT be considered a technical foul. Any points scored by that player after they commit their fifth foul will not count. Players on the bench who previously fouled out may not re-enter the game.

12. Technical Fouls:

- a. Technical fouls and flagrant fouls count as a team foul and a personal foul against a player. An intentional foul (without intent to injure and with no risk to the player) will result in the same penalty as a technical foul (12.b.) but may or may not be considered as a technical or a flagrant foul at the official's discretion.
- b. All technical fouls will be non-shooting fouls. Two (2) points are awarded for a player technical, bench technical, and a flagrant foul. Plus, the opposing team will get the ball out of bounds.
- c. A coach may remove a player from the game if the player receives a technical foul. The coach may bench the player for all or part of the remaining game.
- d. A player committing a flagrant foul is ejected from the game.
- e. Any player or coach who receives two technical fouls in a single game will also be ejected from the game. If an assistant coach or a parent is not available to assume the coaching responsibilities, the team whose coach received a technical will forfeit the game.
- f. Coaches must report ALL Technical fouls to the Grade Level Commissioner. Both coaches should contact the commissioner with this information. Coaches who accumulate multiple technical fouls during the season may receive additional disciplinary action as determined by the EPBBA Code of Conduct Policy.
- g. Players who receive technical fouls are subject to the Technical Foul 1-2-3 Policy as outlined below.

Technical Foul 1-2-3 Policy:

The EPBBA implemented a policy to eliminate unsportsmanlike behavior with a 1-2-3 policy on technical fouls.

Suspensions under the EPBBA Code of Conduct Policy for player technical fouls shall be administered as follows:

1st Technical: A written (email) warning to the player and his coach.

2nd Technical: A one-game suspension with the suspension to be served during the next game. If the 1st and 2nd technical fouls occur in the same game, the player will be ejected from the current game and suspended for the next game.

3rd Technical: Suspension for the remainder of the EPBBA season, including all season-ending tournament games, with no refund of the registration fee. If the 2nd and 3rd technical fouls occur in the same game, the player will be ejected from that game and suspended for the remainder of the season, including the season-ending tournament.

The consequences set forth above are for technical fouls related to player conduct. Technical fouls related to non-conduct occurrences (6 men on court, player calling a time-out when none are left, etc.) do not result in warnings or suspensions.

The EPBBA may take stricter action for a first or second technical foul (striking an official, coach, player, etc.) than would be called for under this Policy alone. The EPBBA Code of Conduct Policy recognizes that specific actions may warrant an

immediate and more severe sanction than any step-by-step sanction spelled out in this Policy or the EPBBA Code of Conduct Policy.

13. Flagrant and Multiple Technical Fouls: Flagrant fouls will follow the Technical foul rule above. In addition, a player is ejected from the game for committing a flagrant foul. Any player or coach who receives two technical fouls in a single game will be ejected. If an assistant coach or a parent is not available to assume the coaching responsibilities, the team whose coach received a technical will forfeit the game. Players or coaches who accumulate multiple technical fouls during the season may receive additional disciplinary action as determined by the EPBBA Executive Team (President, Vice President, Treasurer, Secretary).

14. New Players: A player may be added to the grade level registration if space allows up to the time of team formation (draft.) After the draft, teams won't add new players. The Grade Level Commissioner may make an exception to this rule under certain circumstances (injury replacements, new students.)

15. Reporting Scores: The coaches of the winning team are expected to enter the game score into the scoring system immediately following each game.

16. Referees: Adult / college age officials will be assigned to each game. If two qualified referees are not present, the game will not start unless coaches agree to play. The Grade Level Commissioner will be responsible for rescheduling the game if necessary and feasible.

17. Team Bench: Only assigned EPBBA players and assigned adult coaches for the teams competing are allowed to sit on the bench during games. Non-EPBBA players must sit in the spectator section during games. Added 3/2024