

GYB RULES & SUMMARY

JUNIOR LEAGUE

- Forfeit time is 10 minutes after scheduled game time
- Team must have **FOUR** players to start game
- **FOUR (10) minute quarters** with running clock
- Running clock stops only:

TIMEOUTS

LAST 2 MINUTES of 4th QUARTER

- 10 points or less any time during final TWO (2) minutes of the last period the clock shall be regulation time for the balance of the period
- 3 minute duration for half time
- **OVERTIME** → (2) minutes in duration running clock and last minute will be **STOP CLOCK**.
 - **DOUBLE OVERTIME** period shall be (1) minute **STOP CLOCK**
 - **TRIPLE OVERTIME** period decision goes to the team first to score
 - 1 timeout per overtime; timeouts do not carry over
- **TIMEOUTS** will be 45 seconds each team will be allowed 2 timeouts each **HALF**.
- Team will advance the ball to half court after timeout
- **PENALTY** free throws will be shot on the **5th** team foul (2 free throws) resets every quarter.
- **FREE THROWS** — 2 Feet closer to basket
- Lane consist of 2 offensive and 4 defensive players
- Players cannot leave their position on the lane until **the RELEASE**
- 5 Personal fouls = **FOULED OUT**
- 2 Technical fouls = **FOULED OUT**
- 1 Ejection = **LEAVE GYM**
- Technical fouls count towards **TEAM FOULS** not personal foul
- Technical foul = 1 Shot plus possession of ball
- If you are in bonus with a technical foul = 2 Shots plus possession of ball
- If you are in double bonus with technical foul = 3 Shots plus possession of ball
- **MERCY RULE**—If a team has a 25-point lead any time during the game, the scorekeeper shall notify the referee to implement the mercy rule. The team with the lead cannot employ full-court pressure. If the lead changes and gets under 25-points full-court pressure can be applied again.
- **NO STEALING the ball when the player is dribbling.**
- **STEALING IS ALLOWED** if the player picks up their dribble
- **JUNIORS**— **No full court press allowed at all. When defensive rebound is obtained, the opposing team must retreat back to either man to man or zone.**