

ROBBINSVILLE BASKETBALL ASSOCIATION

GAME RULES

(Revised 11/19/10)

1st and 2nd GRADE BOYS AND GIRLS DIVISIONS

- Game Length:** Four 8 minute quarters. Two (2) minutes between halves.
- Clock:** The clock runs continuously and stops on the whistle during the last two (2) minutes of each quarter.
- Time Outs:** Two (2) one (1) minute time-outs per half with no carry-over to the next half.
- Defense:** No playing defense is allowed until the offensive player crosses half-court. Man-to-man defense starting at offense foul line. Otherwise all NJSIAA basketball rules apply.
- Lane Violations:** Five (5) Seconds
- Fouls:** On a player's fifth (5) personal foul, a technical foul will be called. The opposing teams receive two foul shots plus the ball back. Once a player has received two full-uninterrupted quarters of playing time and has received fifth (5) personal fouls then that player is no longer eligible to continue to play.
- Substitutions:** Once the playing period begins, player substitution is permitted only for injury. A player of like skills should be substituted. Once the player has recovered, he/she will be permitted to return to the game.
- Coaching:** Coaches and assistant coach (two Total) are confined to their side of the court. If a coach is absent, a parent is allowed to assist from the bench during the game.

Officials: All referees will follow all standard (high school) federation basketball rules with the exception of the overriding RBA rules listed above

Scorekeepers: Coaches and assistant coaches are not to approach the scorekeepers table. Any and all questions or concerns regarding time keeping, fouls and time-outs must be directed to the officials. The official's determination is final.

Player Playing Time:

1. Each player must play a minimum of two (2) uninterrupted quarters. A player is guaranteed their two full periods of play only when they are present five (5) minutes prior to the scheduled beginning of the game. Otherwise, playing time is allotted by the Extra Quarter Rule (see below).
2. Late arriving players may not be substituted into the game until the beginning of the next full quarter of play. Players arriving during the final quarter are not allowed to be substituted into the game but may play during an overtime period, if it occurs.
3. If a team consists of 7 or more players, no player shall play more than three-quarters.
4. If a team consists of 6 players, each player will play at least three (3) uninterrupted quarters.
5. If only 4 players are available for a game by five (5) minutes after the scheduled start time, the game will be recorded as a forfeit. At both coaches' discretion, a 4 on 4 game may be played with referees. If the fifth (5) player arrives after the start of the 4 on 4 game, the game is still forfeited but the remainder of the game will be played as a 5 on 5. This game must end five (5) minutes prior to the start of the next scheduled game on that court.
6. If only three (3) players arrive, the game will be recorded as a forfeit and no game will be allowed. The teams may use the court as a standard practice but must end five minutes prior to the beginning of the next scheduled game on that court.
7. Every player must arrive prior to the start of the game to be guaranteed two (2) full uninterrupted quarters

Basket Height: 8 FEET

Ball Size: 27"

Foul Line: 5 feet in from Regulation Foul Line

ROBBINSVILLE BASKETBALL ASSOCIATION

GAME RULES

(Revised 11/19/10)

3RD - 4TH GRADE BOYS AND GIRLS DIVISIONS

- Game Length:** Four 8 minute Quarters. Two minutes (2) between halves.
- Clock:** The clock runs continuously and stops on the whistle during the last two (2) minutes of each quarter.
- Time Outs:** Two (2) one (1) minute time-outs per half. No carry-over to the next half.
- Defense:** No playing defense is allowed until the offensive player crosses half-court. Zone or man-to man defense is allowed. Otherwise all NJSIAA basketball rules apply.
- Lane Violations:** Five (5) Seconds
- Fouls:** On a player's fifth (5) personal foul, a technical foul will be called. The opposing team receives two foul shots plus the ball back. If a player has two full-uninterrupted quarters of playing time and has received five (5) personal fouls then that player is no longer eligible to continue to play
- Substitutions:** Once the playing period begins, player substitution is permitted only for injury. Substitute player according to the Extra Quarter Rule. Once the player has recovered, he/she will be permitted to return to the game.
- Overtime:** A two (2) minute over-time period in case of tie scores. Each team gets one (1) time out per period with no carry-over. In the event of additional overtime periods, players who did not play in the previous overtime period must play in the next over-time period. This rotation will continue until the game is won
- Coaching:** Coaches and assistant coach (two total) are confined to their side of the court. If a coach is absent, a parent is allowed to assist from the bench during the game.

Officials: All referees will follow all standard (high school) federation basketball rules with the exception of the overriding RBA rules listed above. Questions to the officials may only occur during dead ball situations.

Scorekeepers: Coaches and assistants are not to approach the scorekeepers table. Any and all questions or concerns regarding score, time, fouls and time outs must be directed to the official. The official's determination is final.

Player Playing Time:

1. Each player must play a minimum of two (2) uninterrupted quarters. A player is guaranteed their two full periods of play only when they are present five (5) minutes prior to the scheduled beginning of the game. Otherwise, playing time is allotted by the Extra Quarter Rule (see below).
2. Late arriving players may not be substituted into the game until the beginning of the next full quarter of play. Players arriving during the final quarter are not allowed to be substituted into the game but may play during an overtime period, if it occurs.
3. If a team consists of 7 or more players, no player shall play more than three-quarters.
4. If a team consists of 6 players, each player will play at least three (3) uninterrupted quarters.
5. If only 4 players are available for a game by five (5) minutes after the scheduled start time, the game will be recorded as a forfeit. At both coaches' discretion, a 4 on 4 game may be played with referees. If the fifth (5) player arrives after the start of the 4 on 4 game, the game is still forfeited but the remainder of the game will be played as a 5 on 5. This game must end five (5) minutes prior to the start of the next scheduled game on that court.
6. If only three (3) players arrive, the game will be recorded as a forfeit and no game will be allowed. The teams may use the court as a standard practice but must end five minutes prior to the beginning of the next scheduled game on that court.
7. Every player must arrive prior to the start of the game to be guaranteed two (2) full uninterrupted quarters

EXTRA QUARTER RULE (also known as the shirt rule)

- * If a team has less than 10 players for a game, a player will have to play an extra quarter.
- * The player who gets that extra quarter is the player whose shirt number is the same as the week # of the season.
Example: Game, week #2. Team is missing one player. The player who wears shirt number 2 will play the extra quarter (since it is week # 2 of the season). If for some reason this is the player who is absent, the player with the next highest shirt number would play, in this case, player with shirt #3. Note: This player with shirt #2 would then have missed his or her time to play an extra quarter. Extra quarter playing time is not made up.
- * If you have 2 players out for a game, the player with the same shirt number as week # AND the next highest number will play extra quarters.
- * If two games are played in one weekend, both games are considered to be that particular week's number.

BASKET HEIGHT: 10 feet

FOUL LINE: 2 feet in from Regulation

BALL SIZE: 28.5"

ROBBINSVILLE BASKETBALL ASSOCIATION

GAME RULES

(Revised 11/19/10)

5TH – 6TH GRADE BOYS AND GIRLS DIVISIONS

- Game Length:** Four 8 minute Quarters. Two minutes (2) between halves.
- Clock:** The clock runs continuously and stops on the whistle during the last two (2) minutes of each quarter.
- Time Outs:** Two (2) one (1) minute time-outs per half. No carry-over to the next half.
- Defense:** No playing defense is allowed until the offensive player crosses half-court. Zone or man-to man defense is allowed. Otherwise all NJSIAA basketball rules apply.
- Lane Violations:** Five (5) Seconds
- Fouls:** On a player's fifth (5) personal foul, a technical foul will be called. The opposing team receives two foul shots plus the ball back. If a player has two full-uninterrupted quarters of playing time and has received fifth (5) personal fouls then that player is no longer eligible to continue to play.
- Substitutions:** Once the playing period begins, player substitution is permitted only for injury. Substitute player according to the Extra Quarter Rule. Once the player has recovered, he/she will be permitted to return to the game.
- Overtime:** A two (2) minute over-time period in case of tie scores. Each team gets one (1) time out per period with no carry-over. In the event of additional overtime periods, players who did not play in the previous overtime period must play in the next over-time period. This rotation will continue until the game is won.
- Coaching:** Coaches and assistant coach (two total) are confined to their side of the court. If a coach is absent, a parent is allowed to assist from the bench during the game.
- Officials:** All referees will follow all standard (high school) federation basketball rules with the exception of the overriding RBA rules listed above. Questions to the officials may only occur during dead ball situations.

Scorekeepers: Coaches and assistants are not to approach the scorekeepers table. Any and all questions or concerns regarding score, time, fouls and time outs must be directed to the official. The official's determination is final.

Player Playing Time:

1. Each player must play a minimum of two (2) uninterrupted quarters. A player is guaranteed their two full periods of play only when they are present five (5) minutes prior to the scheduled beginning of the game. Otherwise, playing time is allotted by the Extra Quarter Rule (see below).
2. Late arriving players may not be substituted into the game until the beginning of the next full quarter of play. Players arriving during the final quarter are not allowed to be substituted into the game but may play during an overtime period, if it occurs.
3. If a team consists of 7 or more players, no player shall play more than three-quarters.
4. If a team consists of 6 players, each player will play at least three (3) uninterrupted quarters.
5. If only 4 players are available for a game by five (5) minutes after the scheduled start time, the game will be recorded as a forfeit. At both coaches' discretion, a 4 on 4 game may be played with referees. If the fifth (5) player arrives after the start of the 4 on 4 game, the game is still forfeited but the remainder of the game will be played as a 5 on 5. This game must end five (5) minutes prior to the start of the next scheduled game on that court.
6. If only three (3) players arrive, the game will be recorded as a forfeit and no game will be allowed. The teams may use the court as a standard practice but must end five minutes prior to the beginning of the next scheduled game on that court.
7. Every player must arrive prior to the start of the game to be guaranteed two (2) full uninterrupted quarters

EXTRA QUARTER RULE (also known as the shirt rule)

- * If a team has less than 10 players for a game, a player will have to play an extra quarter.
- * The player who gets that extra quarter is the player whose shirt number is the same as the week # of the season.
Example: Game, week #2. Team is missing one player. The player who wears shirt number 2 will play the extra quarter (since it is week # 2 of the season). If for some reason this is the player who is absent, the player with the next highest shirt number would play, in this case, player with shirt #3. Note: This player with shirt #2 would then have missed his or her time to play an extra quarter. Extra quarter playing time is not made up.
- * If you have 2 players out for a game, the player with the same shirt number as week # AND the next highest number will play extra quarters.
- * If two games are played in one weekend, both games are considered to be that particular week's number.

BASKET HEIGHT: 10 feet	BALL SIZE: 28.5"	FOUL LINE: Regulation, player may step over foul line once releasing the ball.
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ROBBINSVILLE BASKETBALL ASSOCIATION

GAME RULES

(Revised 11/19/10)

7th-8th GRADE BOYS AND GIRLS DIVISIONS

- Game Length:** Four 8 minute Quarters. Five minutes (5) between halves.
- Clock:** The clock runs continuously and stops on the whistle during the last two- (2) minutes of each quarter.
- Time Outs:** Two (2) one (1) minute time-outs per half with no carry-over to the next half.
- Overtime:** Each team gets one (1) time out per period with no carry-over. In the event of additional overtime periods, player who did not play in the previous overtime period must play in the next overtime period. This rotation will continue until the game is won.
- Defense:** No playing defense is allowed until the offensive player crosses half-court. Otherwise all NJSIAA basketball rules apply. Full court press is allowed during the last two minutes of each half. If a team is leading by 10 points or more, they cannot press.
- Lane Violations:** Five (5) Seconds
- Fouls:** On a player's fifth (5) personal foul a technical foul will be called. The opposing teams receive two foul shots plus the ball back. Once a player has received two full quarters of playing time and has received fifth (5) personal fouls then that player is no longer eligible to continue to play.
- Substitutions:** Free substitution with each player playing two (2) quarters.
- Coaching:** Coaches and assistant (two total) are restricted to their side of the court. If a coach is absent, a parent is permitted to assist from the bench during the game.
- Officials:** All referees will follow all standard (high school) federation basketball rules with the exception of the overriding RBA rules listed above. Questions to the officials may only occur during dead ball situations.
- Scorekeepers:** Coaches and assistants are not to approach the scorekeepers table. Any and all questions or concerns regarding score, time, fouls and time outs must be directed to the officials. The official's determination is final.
- Player Playing Time:**
1. Free substitution, with a minimum of a half game of playing time for every player.
 2. If only 4 players are available for a game by five (5) minutes after the scheduled start time, the game will be recorded as a forfeit. At both coaches' discretion, a 4 on 4 game may be played with referees. If the fifth (5) player arrives after the start of the 4 on 4 game, the game is still forfeited but the remainder of the game will be played as a 5 on 5. This game must end five (5) minutes prior to the start of the next scheduled game on that court.
 3. If only three (3) players arrive, then the game will be recorded as a forfeit and no game will be allowed. The teams may use the court as a standard practice but must end five minutes prior to the beginning of the next scheduled game on that court.
- Basket Height:** 10 feet
- Ball Size:** Boys: Regulation Girls: 28.5
- Foul Line:** REGULATION