

**East Bay Girls Athletic League**  
**Game Rules**  
**2008-2009**

This sheet must be present at the score table for each league game for everyone to see. The timekeeper is to make this available. League representatives are to remind coaches, managers, timekeepers and scorekeepers of these rules.

**RULES REGARDING SCORING AND GOOD SPORTSMANSHIP:**

A coach must take action which prevents a team from running up the score during a season basketball game, when the point differential reaches 10 points in the 'D' division or 15 points in the 'C' and 'B' divisions. The leading team's coach has the obligation to implement the following in order to prevent the game from getting too one-sided and to instill within the league's players values of fair play and good sportsmanship:

- Substitute in weaker players,
- No fast breaks,
- No presses or traps,
- No man-to-man strategies,
- Take 5 passes before shooting.

Failure to take appropriate action will result in a penalty. Enforcement of this rule will be up to the discretion of the referees and will result in one or more of the following:

- 1st infraction - verbal warning issued by the referee
- 2nd infraction - technical foul against the coach of the offending team
- 3rd infraction - forfeiture of the game by the offending team

**HIGH SCHOOL BOYS' RULES WILL BE USED WITH THE FOLLOWING EXCEPTIONS:**

**TIME-KEEPING:**

All Divisions (except for B Division)

8 minute quarters; running time (**stop clock** on shooting fouls, time outs, and at the referee's discretion). The **last two (2) minutes of each half** will be **stop time**. **EXCEPTION:** If score **exceeds** point differential described above during last two minutes of the 4<sup>th</sup> quarter, running time will continue.

1 minute between quarters. (Single beep 15 seconds before quarter break time is up. Two beeps when time has expired.)

5 minutes between halves. (Single beep 15 seconds before half time break time is up. Two beeps when time has expired.)

1 minute between overtime periods. (Single beep 15 seconds before overtime break is up. Two beeps when time has expired.)

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D Division only:

The 1st quarter and 3rd quarter shall be divided into two playing periods of four minutes each to allow for mandatory substitutions under the “all play rule”.

**B Division only:**

Two (2) twenty (20) minute halves running time (**stop clock** on shooting fouls, time outs, and at the referee’s discretion). The **last two (2) minutes of each half will be stop time.**

**TIMEOUTS**

Each team is allowed Two (2) one-minute time-outs per half. Unused time-outs do not carry over to the 2nd half. One (1) additional time-out is given for each overtime period. Unused 2nd half time-outs can be carried over through succeeding overtime periods. Overtime periods are considered part of the 2nd half.

**FOULS/FREE THROWS**

Beginning with the 7th team foul through the 9th team foul, a “one and one” free throw situation will apply. Beginning with the 10th team foul in each half, two (2) free throws will be awarded.

**OVERTIME**

B and C Divisions:

One (1) three-minute overtime. Stop time with one additional time-out. If the game is still tied at the end of the 1st over-time period, a 2nd three-minute period will begin, however, SUDDEN DEATH will be played. The team scoring the first point or points shall be declared the winner. If no points are scored during the 2nd three-minute overtime period, the game shall be declared a tie.

D Division

One (1) two-minute overtime only. Stop time with one additional time-out. No Sudden Death. If the game remains tied after the two-minute overtime period, the game shall be declared a tie.

**ADDITIONAL B AND C DIVISION RULES**

C and B Division players are required to play each half. Non-compliance will result in game forfeiture.

**ADDITIONAL D DIVISION RULES**

1. No backcourt pressure. No full court pressing allowed.
2. Free throw shooter is allowed to cross the free throw line before the ball touches the rim or backboard.

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3. "ALL PLAY RULE" Each EB GAL basketball team must play all healthy, uniformed team members in the game until the conclusion of the first playing period", unless an injury or referee's disqualification forces the player's removal from the game. Only players who did not play in the first "playing period" may play in the second "playing period".  
**EXCEPTION:** If a team has fewer than ten (10), healthy, uniformed players in attendance all of its team members who did not play in the first "playing period" must play for the entire second "playing period". Only players who played in the first "playing period" may be substituted during the second "playing period". No player shall play less than eight (8) minutes on the clock.

### UNIFORM CODE:

1. Long hair is to be tied back. Numbers have to be seen, front and back.
2. Fingernails are to be trimmed.
3. Absolutely no jewelry (barrettes, rings, watches, etc.); Tape on ears not allowed.
4. Once a game has started, ONLY the current players, coaches and referees are allowed on the court.

### SAFETY RULES:

1. While a basketball game is being played, no other player, team or, member of the audience should be shooting baskets, dribbling or playing with a basketball.
2. Stop activities of any non-player in the gyms, i.e., fooling around on the gym floors and bleachers. Coaches and managers should be responsible for policing their organizations and notifying parents of the possible consequences.
3. All organizations should watch for and clean up dangerous situations such as wet floors and litter. The responsibility is shared by everyone in the gym.
4. Coaches and managers should notify all players of certain items on their persons that may cause injuries, i.e., hair pins, earrings, long fingernails, etc.