



## Pike Youth Basketball League Rules

Effective October 7, 2019

1. Games will consist of (2) 16-minute running periods.
2. Overtime period will be 2 minutes. Both teams can press, trap and double team. **In the case of a 2<sup>nd</sup> overtime, the first team to score wins the game.**
3. Halftime will be 3 minutes.
4. There are 2 allowable timeouts per half and 1 additional time out for each overtime period. Unused timeouts do not carry forward.
5. Clock will stop on official call with 2 minutes remaining in each half. During the final 2 minutes of each half both teams can press, trap and double team full court.
6. **Clock will stop for all free throw attempts.** Free-throw shooters will not be allowed to touch or step across free-throw line.
7. The goal height is 10 feet.
8. Five (5) personal fouls disqualify a player.
9. The 1 and 1 bonus foul shot will be taken on the 7<sup>th</sup> team foul each half. The double bonus foul shot will be taken on the 10<sup>th</sup> team foul each half.
10. Any team at game time with less than 4 players must forfeit.
11. Every player should play at least 8 minutes per game.
12. Man-to-man defense must be used. **Zone defenses are not allowed** and will result in 1 warning per half. Each additional violation will result in a bench technical foul. The penalty for these bench technical fouls will be one free throw and the possession of the ball. Full court defense may be played in the last two minutes of each half and overtime. Double-teaming the ball is permitted only in the free throw lane.
13. All players must guard their respective man. Coaches may adjust during player substitutions.
14. Upon receipt of a second direct technical foul during the season, the head coach must appear before the Board before his/her next scheduled practice. Upon receipt of a third technical foul, the coach will automatically lose his/her team for the season. The same rules apply to assistants.
15. League Director may assess a technical foul by informing the coach during the game. This technical will not be shot, but it will count towards the coach's total.
16. Only players, and (2) PYBL approved coaches are allowed on the bench on game day. Only League Directors, scorekeepers and timekeepers are allowed around the bench area.
17. The Away team must furnish a score sheet keeper. Home team or PYBL provides scoreboard operator.