

- 1. Game Length** Game length will be four (4) 8 Minute running clock quarters.
Clock will stop for all whistles, etc. during last 2 minutes of each HALF.
- 2. Overtime** 2 minute overtime in this league.
- 3. Warm-up** 5 minute pre-game, 5 minute half time unless reduced by site coordinator.
- 4. Timeouts** 3 timeouts per game, 1 timeout per overtime (no carry over).
- 5. Playing Time** Each player must play **two full quarters from beginning until end** of each quarter, each player must **sit one full quarter from beginning until end of quarter**.
Suggested, no substitutions in first half.
Exception, if one team has 6 or less players at start, then sitting one full quarter is suspended for both teams.
- 6. Wristbands** Not used in this league.
- 7. Offense** Plays should be designed to incorporate all five players. Create situations to encourage spacing, screening & cutting.
- 8. Defense** Man to Man Defense Only. May help when player beaten in the paint.

Penalty: 1st time; WARNING, 2nd Time and after; 1 Technical Shot each offense
- 8a. Steals** Steals are permitted.
- 8b. Press** Press allowed in final 2 minutes of game (Unless up by 20 points)
- 9. Goal Height** 10 Ft.
- 10. Free Throws** Take free throws from the line, but allowed to fall over line on follow through.
- 11. Referees** 2 Referees will handle all game situations and any controversy.
- 12. Conduct** Deliberate action by a player which could result in injury to another player shall be a two shot technical foul, removal from the game, and referral to the PYBL disciplinary committee.
Profanity, inordinate displays of temper, and other unsportsmanlike contact will result in technical fouls, removal from the game, and referral to the PYBL disciplinary committee for removal as coach.
- Other Rules** Any rules not described above shall be interpreted according to IHSAA National Fed Rules for 20011-12.