



NEWMAN YOUTH BASKETBALL

HOUSE LEAGUE – DIVISIONAL RULES

FIBA Rules of Play – Game officials are to enforce **FIBA** rules of play for **ALL** divisions

League Rules – The rules listed below are specific to NYB House League and are to be enforced in conjunction with the **FIBA** rules of play

NOVICE	ATOM-BANTAM	VARSITY
Player Fouls Out of Game – on the 5th foul	Player Fouls Out of Game – on the 5th foul	Player Fouls Out of Game – on the 5th foul
Bonus Rule – all bonus situations are 2 shots	Bonus Rule – all bonus situations are 2 shots	Bonus Rule – all bonus situations are 2 shots
Bonus in effect after the 8th foul in each Half	Bonus in effect after the 8th foul in each Half	Bonus in effect after the 8th foul in each Per. (2 shifts constitutes a Period – 8 minutes)
Free-Throw Line – (Modified Distance) – 13' distance (refer to marking on the court)	Free-Throw Line – 15' distance (standard foul line marking on the court)	Free-Throw Line – 15' distance (standard foul line marking on the court)
NO Pressing permitted (full-court) Players must FALL-BACK to half-court at ALL times when defending	Pressing is permitted (full-court) Fall-Back Rule – fall-back rule comes into effect once a lead of 10 points is established (fall back to half-court)	Pressing is permitted (full-court) Fall-Back Rule – fall-back rule comes into effect once a lead of 10 points is established (fall back to half-court)
Clock Operation: Running Time Format (10 x 4 minute shifts) Game clock will stop : <ul style="list-style-type: none"> • at the end of each shift • during a free-throw • during a time-out or player injury • during the FINAL minute of the game 	Clock Operation: Running Time Format (10 x 4 minute shifts) Game clock will stop : <ul style="list-style-type: none"> • at the end of each shift • during a free-throw • during a time-out or player injury • during the FINAL minute of the game 	Clock Operation: Stop Time Format (8 x 4 minute shifts) Game clock will stop on every whistle and/or horn

Possession – **Each shift** will start in the **direction** of the **possession arrow**

Time-Outs – Each team is granted **ONE** time-out per game (stop time)

Time-outs may be requested by a team (player OR coach) at **any time** while in **possession** of the ball **OR** during any **stoppage** in play

3-point line in effect (for **all** divisions)

Game Play – All divisions are permitted to play **5 v 5 OR 4 v 4** (at the **discretion** of the **Site Convenor**)