

NEPL BASKETBALL RULES
2007-2008

GENERAL BASKETBALL RULES

1. ELIGIBILITY

To enter the N.E.P.L., any organization may place one team in any age bracket. To enter more than one team an "A" team **MUST FIRST** be placed into any one of the following "A" leagues listed, (NESAC, DISSTON, RUSH, ANY DEPT. OF RECREATION LEAGUE, ETC.) This rule applies to 9-10, 11-12, 13-14, and 15-16 age brackets in the boys divisions. **NOTE: CYO IS THE ONLY EXCEPTION. ANY VIOLATIONS WILL BE FORFEITS.**

Needless to say no varsity players may be on a NEPL roster or participate in a NEPL sanctioned game.

This is considered to be a "B" DIVISION LEAGUE. The NEPL is a teaching league and under no circumstances will a NESAC or other "A" DIVISION caliber team or players be allowed to participate. Any club found to be violating this rule shall be placed on probation for a period of time as deemed appropriate by the NEPL Board of Directors. The NEPL does not allow any team to participate in any "A" DIVISION LEAGUE during the same season. No team or player can participate in any other league. The NEPL considers all leagues other than the NEPL to be "A" DIVISION, even if a "B" designation is given to a division. At the discretion of the N.E.P.L - Girls Teams may play a "B" Division in another league

SPECIAL "B" RULE: (BOYS & GIRLS)

SHOULD A TEAM BE DETERMINED TO BE OVERLY TALENTED FOR OUR (B) STATUS LEVEL OF PLAY, THE NEPL WILL DETERMINE THAT THEIR SEASON IS AN EXHIBITION SEASON, AND SAID TEAM WILL NOT PARTICIPATE IN ANY LEAGUE PLAYOFFS.

All rosters are to be completed in full and signed by the appropriate players. If not turned in, completed in full, that team will not receive a season schedule (no questions asked.) Under no circumstances shall a team start the season without a valid roster and NEPL ID cards. The roster is to be certified by the NEPL and a copy is to remain in your scorebook for the duration of the season. A \$25.00 fine will be assessed if a roster is found not to be in the scorebook. NEPL Basketball Rules **MUST** be carried in order for a coach to question a call or protest the game. Copies of birth certificates are required for registration for Age Divisions 11-12, 13-14, 15-16, 15-17 & 17-18. Any additions to or deletions from the roster must be made and approved by the Division Director by January 2nd.

New in 2006-07. **ABSOLUTELY NO VARSITY PLAYERS IN ANY AGE GROUP/DIVISION.**

1.) ID CARDS

Prior to the start of the game all players must produce their NEPL ID as proof of valid registration. If a player's card is missing that player will be ineligible to play in that game. The following is the procedure to be used for checking ID cards:

- Coaches are to line their players up by their respective benches, with their ID cards in hand.
- The referee will then walk up and down each team's line and check each player's card.
- This is the only time that coaches' may contest a player's eligibility.

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- If the ID card procedure is not followed, and neither coach prompts the ref to do so, then no coach can challenge player eligibility or submit a protest in regard to eligibility.

Following the checking of all ID cards, each team's coach is to place their team's ID cards on the scorekeeper's table, where they are to be left there until the end of the game.

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1. ID CARDS (continued)

A maximum of 2 (two) coaches and 1 (one) scorekeeper will be allowed on each team's bench. **Any coach without an ID card will not be permitted on the sidelines. Any player without an ID card cannot participate in the game.** If a team does not have its ID cards at a game, then the game will be forfeited (no questions asked). No excuses will be accepted.

2. PLAYERS ARRIVING LATE

Late players will be required to bring their ID card and check in with the referee prior to entering the game. Players must arrive before the second half begins in order to be eligible to play.

3. DIVISION BREAKDOWNS

For the upcoming season there will be no breakdown of brackets done by the NEPL at midseason. Instead at the start of the season, each organization will rate their own teams, as fairly as possible, for placement within a division. (These breakdowns must be entered on the Team Commitment Form). The regular season will run straight through, and will consist of a 10-12 game schedule, with every team making the Playoffs. The division directors in each age group will determine playoff placement. The playoff format will be single elimination. The clear emphasis here is to take the pressure off the kids to "win at all costs", we just want them to play, learn and enjoy the game. With this in mind the NEPL hopes that each coach will now spend more time teaching the players, allowing more children to participate in the game.

4. EQUIPMENT

The home team is responsible to provide an adult score keeper table, two chairs, pencils, a scorebook and a basketball (PROPER SIZE). We encourage the use of a flip over scoreboard. The referees will keep the time, calling out how much time remains every three minutes.

5. UNIFORMS

All teams must be fully uniformed by the first game. A full uniform consists of matching shirts with numbers and shorts of the same color and style. **Any problems – call your director.** It is recommended that the home team supply a set of "pinnies" in the event that both teams' uniforms are of the same colors.

6. COACHES

No Coach is allowed past the area of their team bench during the game. The referee will assess a warning. An additional violation shall result in a technical foul.

7. CANCELLATION OF GAMES

Under NO CIRCUMSTANCE is a game to be canceled by any coach without the coach having prior approval of the NEPL Director and NEPL Basketball Commissioner. Cancellations are

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strongly discouraged, and therefore cancellations will only be approved for legitimate school functions that affect a coaches' ability to field the required number of players for a game. In the event that a game must be canceled, the Director must be notified at least 72 hours prior to the scheduled game time. Any cancellations received by a Director with less than 72 hours notice will result in a forfeit being assessed to the team canceling the game.

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7. CANCELLATION OF GAMES (continued)

In the event of severe winter weather, please listen to KYW Radio. If Philadelphia Public Schools are closed, then **ALL** games are canceled. This includes games held in private gyms such as Recreation Centers, Catholic schools, Charter schools, etc.

Please note: If Philadelphia Public Schools have an emergency closing on a Friday, for weather related reasons, they are closed for the duration of the weekend (Saturday and Sunday). Therefore, if Philadelphia Public Schools have an emergency closing on a Friday, for weather related reasons, all NEPL weekend games will be canceled.

***** ALWAYS check the NEPL website: www.NEPL.net for up-to-the-minute weather related cancellations. *****

If any game is canceled due to weather related school closings it is up to the coaches to reschedule the game. They must notify their director of the date, time and location of the rescheduled game as soon as possible. The games will not be rescheduled by the NEPL. It is the responsibility of both coaches to work out the details.

8. WINNING TEAM

The winning team must report the score to their division director within 24 hours of the game. In the case of a tie, the home team is to call the score in to the director. Directors will not pursue coaches for scores. Lack of reporting scores will cause discrepancies in the standings posted on the division websites. *Report your scores - it affects everyone!*

9. PARTICIPATION

Each player will play a minimum of **5 minutes per half**. The NEPL philosophy is that of a teaching league. This is not a select league. VIOLATIONS OF THIS RULE MAY BE PROTESTED. ANY PROVEN VIOLATIONS OF THIS RULE WILL RESULT IN A FORFEIT OF THE GAME AND A (3) GAME SUSPENSION OF THE COACHING STAFF. All allegations must be supported by the accusing party. Continued violations of this rule will result in a suspension of the team's schedule. Each player must participate in 50 % of the games in order to be eligible for playoffs.

10. LEGAL GAMES

No team will be permitted to play with less than 7 players in 2 consecutive games unless special circumstances permit. This must be cleared in advance by the division director. If a team has played 2 consecutive games, with less than 7 players, and has not received prior approval of the NEPL - all other games following will result in a forfeit by the offending team.

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11. GAME FORFEITS

A game is considered a forfeit if a team is not on the court 15 minutes after a scheduled start. In addition to the forfeit, a \$10.00 fine will be assessed to the offending team. The forfeiting team will also be responsible to pay full referee fees. (The exception to this would be if a game was started and had to be stopped due an insufficient number of players.) If a team forfeits a second game a \$10.00 fine will be assessed and the team will be placed on probation. A third forfeit will result in a \$50.00 fine and suspension of the team's schedule. Reinstatement the following year will be by a vote of the NEPL Board of Directors. All fines will be doubled the last 2 weeks of the season and in the playoffs.

12. FOULS

Six team fouls are allowed per half. On the 7th and those following, it will be a "one on one." On the 10th and those following it will be 2 shots.

13. TECHNICAL FOULS

All technical fouls, direct and indirect, will result in two (2) shots and loss of possession of the ball.

14. SHOT CLOCK

There is no shot clock.

15. THREE POINT SHOTS AND DUNKING

Three point shots will be permitted in gyms that have the proper markings.

For safety and maintenance reasons, dunking the basketball at any time is not allowed and will result in two technical fouls, automatic game disqualification and an additional one game suspension, to be served the next scheduled game.

Touching the rim is prohibited at any time. This will result in one technical foul being issued.

16. REFEREES

All referees will be provided by the NEPL. All referees fees will be paid before the start of each game. Referees will keep the time and call out how much time is remaining every three minutes in all divisions.

REFEREES DECISIONS:

Any rule not covered by the NEPL will be based on National Federation High School Rules. Remember, if the referee makes a judgment call, the decision will stand - NO QUESTIONS ASKED.

SCOREBOOKS:

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The home team's scorebook will be considered the "OFFICIAL STATISTICAL BOOK" for the game. The referee will sign this book at the completion of the game.

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17. PROTESTS

No protest will be allowed on a judgment call by the referee. The only protests that will be allowed for review are those that involve violations of NEPL rules. If you do not have your rules with you **UNDER NO CIRCUMSTANCES** will you be able to question a rule or lodge a protest. Protest procedure is as follows: The protesting coach is to make his protest intention clear to the referee at the point of the violation being contested. At that time the incident will be written in both teams' scorebooks and both books will be signed

PLEASE NOTE: A call to the director is to be made within 18 hours of the game. A written protest is to be delivered to the director with 24 hours of the game (postmarked or hand delivered). A fee of \$25.00 will accompany the written protest. The protest board will be assembled by the NEPL at the earliest possible time and a decision will be rendered. If the protest is upheld, the \$25.00 will be returned. If it is denied the \$25.00 is forfeited. There is no appeal to the NEPL Board.

18. CONDUCT

Good conduct by players, coaches and **SPECTATORS** is mandatory at all times inside and outside of the gyms. If any coach or spectator becomes abusive or unruly, the referee will issue a warning to the head coach and can assess a technical foul. If the offense continues both the **HEAD COACH** and **OFFENDING PARTY WILL BE EJECTED**, whether technical fouls have been issued or not and must leave the premises. The referee at this point has the right to terminate the game and award a forfeit against the offending team if any arguing continues. Any player or coach ejected from the game for any reason will be suspended from league play until the NEPL's Sports Director, within 24 hours, contacts the offending organization's Athletic Director who will have 48 hours to gather their own information and forward it to the NEPL's Sports Director, the league will have the referee's report, if failure to comply within 48 hours the league will issue permanent suspensions for the season. The Northeast Peanut League determines the amount of games for suspension. Any further ejections during the season by that particular individual will result in a one-year suspension. **ANY PLAYER OR COACH THAT GOES AFTER A REFEREE FOR ANY REASON WILL BE BANISHED FROM THE NEPL.** Zero tolerance for ejections for any reason.

19. FIGHTING

Refer to the **CODE OF CONDUCT**. In addition, please take note of the following: All parties **INVOLVED** in a fight or altercation will be temporarily suspended from league play until a decision has been made by the NEPL. The offending parties Athletic Director will be notified within 24 hours. Refer to Rule 18 - Conduct. Any individual found to be an instigator and interrupting operations of the NEPL will have additional sanctions imposed upon him/her (**HEAVY FINES, SUSPENSIONS, ETC.**) this process will be executed as quickly as possible.

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20. COACHING AGE BRACKETS

All coaches must be at least **18 years** of age to coach in the following age brackets:

- 5/6, 7/8, and 9/10s

All coaches must be at least **21 years** of age to coach in the following age brackets:

- 11/12's, 13/14's, 15/16's
- Coaches must be able to control their teams at all times. This age bracket requires an experienced, seasoned coach.

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21. BLOOD RULE

A player, coach or referee who is bleeding or has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. A one (1) minute injury time-out will be allowed and if medical care or treatment can be administered during this time the individual will not have to leave the game. Uniform rule violations will not be enforced if a uniform change is required. The referee will immediately stop the game and call a coach to the injured player. The referee will not administer any treatment

22. REFEREE FEES (BOYS AND GIRLS DIVISIONS)

AGE BRACKETS	FEES PER TEAM	# REFS	IF (1) REF SHOWS
7-8 boys & girls	\$10.00	1	---
9-10 boys & girls	\$10.00	1	---
11-12 boys & girls	\$22.00	2	\$17.00 (per team)
13-14 boys & girls	\$25.00	2	\$19.00 (per team)
15-16 boys & girls	\$28.00	2	\$21.00 (per team)

23. Any roster with less than 7 players will not be eligible for the playoffs.

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GIRLS PEE WEE 9-10 DIVISION

1. GIRLS PEE WEE 9-10 DIVISION RULES

Minimum number of players registered is 8. No player can be 11 years old prior to December 1st.

2. LENGTH OF GAME

Two halves - 17 minutes per half. Running clock until last minute of each half.

3. OVERTIME

If a tie exists at the end of regulation play there will be one (1) three minute overtime period during the regular season. If the game remains tied at the end of the overtime period, the game shall be called a tie. During the playoff games there will be overtime periods of three minutes each, played in their entirety, until there is a winner.

4. POINT LEAD

If a team has built up a 10-point lead the referee shall call a time out and the leading team is to replace the (2) best starting players with bench players. If the score is unchanged after 6 minutes, then the starting player can return. The intent of this rule is not to penalize good players, but instead help the other team to be competitive. No one likes to get beat by 22 points.

5. GAME RULES

- Five (5) TOTAL time outs per team per game, Two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time out is allowed for overtime.
- A continuous running clock will be used until the final two (2) minutes of each half. The continuous clock is to stop only in the case of foul shots, time outs and injury.
- The offensive team shall be permitted to bring the ball to mid-court without any defender attacking the ball. A press is allowed only when the ball penetrates the half court line. While the ball is being brought up the court by the offensive team the defenders must remain no closer that quarter court (a line across the court that touches the defensive top of the key).

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- When the defensive team gets a rebound, the offensive team is allowed to try for a steal until clear possession has been established. This is interpreted by the referee.
- During the last one (1) minute of play in the second half a full court press will be permitted.
- Six team fouls are allowed per half. On the 7th and those following, it will be a “one on one”. On the 10th and those following it will be (2) shots.

GIRLS PEE WEE 9-10 DIVISION

5. GAME RULES (continued)

- A team must start 5 players. If one player has fouled out, ejected or injured the game can continue. However, no team can play with less than 4 on the court. If this occurs than a forfeit will be given to the team with 3 players.
- The foul line should be located at a point that is equidistant from the true foul line and at the bottom of the key.

2. BALL SIZE

A 28.5” basketball is to be used.

3. FIGHTING, CONDUCT, AND PARTICIPATION

See general rules.

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GIRLS MIDGET 11-12 DIVISION

1. GIRLS MIDGET 11-12 DIVISION RULES

Minimum number of players registered is 8. No player can be 13 years old prior to December 1st.

2. LENGTH OF GAME

Two halves -18 minutes per half.

3. OVERTIME

If a tie exists at the end of regulation play there will be one (1) three minute overtime period during the regular season. If the game remains tied at the end of the overtime period, the game shall be called a tie. During the playoff games there will be overtime periods of three minutes each, played in their entirety, until there is a winner.

4. GAME RULES

- Five (5) **TOTAL** time outs per team per game, Two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time out is allowed for overtime.
- A continuous running clock will be used. The continuous clock only stops for injuries, timeouts and in the last 2 minutes on every whistle.
- A half court press is allowed at all times. The defensive team must allow the ball and the ball handler's two feet to cross mid-court. (The ball handler must be allowed to be in the frontcourt before any press is permitted. Meaning the ball and both of the player's feet must be across mid court. Teams are prohibited from setting up the defense at, or straddling the mid court line, prior to player entry.) A full court press is allowed only during the last 2 minutes of each half. The referee is to make this announcement.
- Six team fouls are allowed per half. On the 7th and those following, it will be a "one on one". On the 10th and those following it will be 2 shots.
- A team must start with 5 players. If one player has fouled out, ejected or injured the game can continue. However, no team can play with less than 4 on the court. If this occurs then a forfeit will be given to the team with 3 players.

5. BALL SIZE

A 28.5" basketball is to be used.

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GIRLS MIDGET 11-12 DIVISION

6. FIFTEEN POINT RULE

Once a team is leading by more than 15 points, they cannot full court press. If the lead is reduced to 15 points, or less, the team may resume the press, if so desired. This also applies to inbounds plays. The players may continue to scrap for loose balls and rebounds. Failure to call off the press when leading by 16 points or more will first result in a warning from the referee. Continued violation of this rule will result in a technical foul assessed against the coach. The second offense will result in a second technical foul. The second technical foul will immediately result in the banishment of the coach from the gym and a one game suspension. This suspension will be effective for the next scheduled game. ANY further ejections for violating this rule will result in a one-year suspension for the coach.

7. TWENTY POINT RULE

If a team is leading by 20 or more points within the final 2 minutes of the game, the game will be called. The purpose of this rule is to avoid unnecessary fouls or unsportsmanlike behavior that sometimes occurs when the game is already decided. This rule only applies during the regular season. The 3-minute participation rule still applies in this situation.

8. CAPTAINS

Each team will designate one player as a captain prior to the start of each game.

9. FIGHTING, CONDUCT, AND PARTICIPATION

See general rules.

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GIRLS JUNIOR 13-14 DIVISION

1. GIRLS JUNIOR 13-14 DIVISION RULES

Minimum number of players registered is 8. No player can be 15 years old prior to December 1st.

2. LENGTH OF GAME

Two halves - 20 minutes per half.

3. OVERTIME

If a tie exists at the end of regulation play there will be one (1) three minute overtime period during the regular season. If the game remains tied at the end of the overtime period, the game shall be called a tie. During the playoff games there will be overtime periods of three minutes each, played in their entirety, until there is a winner.

4. GAME RULES

- Five (5) **TOTAL** time outs per team per game, Two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time out is allowed for overtime.
- A continuous running clock will be used. The continuous clock only stops for injuries, timeouts and in the last 2 minutes on every whistle.
- A full court press is allowed at all times
- Six team fouls are allowed per half. On the 7th and those following, it will be a “one on one”. On the 10th and those following it will be 2 shots.
- A team must start with 5 players. If one player has fouled out, ejected or injured the game can continue. However, no team can play with less than 4 on the court. If this occurs then a forfeit will be given to the team with 3 players.

5. BALL SIZE

A regulation NCAA ball is to be used. (SIZE 28.5”)

6. FIFTEEN POINT RULE

Once a team is leading by more than 15 points, they cannot full court press. If the lead is reduced to 15 points, or less, the team may resume the press, if so desired. This also applies to inbounds plays. The players may continue to scrap for loose balls and rebounds. Failure to call off the press when leading by 16 points or more will first result in a warning from the referee. Continued violation of this rule will result in a technical foul assessed against the coach. The second offense will result in a second technical foul. The second technical foul will immediately result in the banishment of the coach from the gym and a one game suspension. This suspension will be effective for the next scheduled game. ANY further ejections for violating this rule will result in a one-year suspension for the coach.

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GIRLS JUNIOR 13-14 DIVISION

7. TWENTY POINT RULE

If a team is leading by 20 or more points within the final 2 minutes of the game, the game will be called. The purpose of this rule is to avoid unnecessary fouls or unsportsmanlike behavior that sometimes occurs when the game is already decided. This rule only applies during the regular season. The 3-minute participation rule still applies in this situation.

8. CAPTAINS

Each team will designate one player as a captain prior to the start of each game.

9. FIGHTING, CONDUCT, AND PARTICIPATION

See general rules.

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BOYS 7-8 DIVISIONS

1. BOYS 7-8 RULES

Minimum number of players registered is 8. No player can be 9 years old, prior to December 1st.

2. LENGTH OF GAME

Two halves - 17 minutes per half. Running clock until last minute of each half.

3. OVERTIME

If a tie exists at the end of regulation play there will be a one (1) three minute overtime period during the regular season. If a game remains tied at the end of the overtime period the game shall be called a tie. During playoff games there will be overtime periods of three minutes each, played in their entirety, until there is a winner.

4. GAME RULES FOR ALL 7/8 BOYS BRACKETS:

- Five (5) **TOTAL** time-outs per team per game, two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time-out is allowed for overtime. A continuous running clock will be used until the final two (2) minutes of each half. The continuous clock is to be stopped only in the case of foul shots, time-outs and injuries.
- Six team fouls are allowed per half. On the 7th and those following, it will be a “one on one.” On the 10th and those following it will be two (2) shots.
- A team must start with 5 players. If one player has fouled out, been ejected or has been injured, the game can continue. However, no team can play with less than 4 on the court. If this occurs then a forfeit will be given to the team with 3 players.
- The foul line shall be moved to five (5) feet below the back end of the foul line.

4a. GAME RULES FOR THE 7/8 BOYS GOLD, SILVER & BRONZE DIVISIONS:

1. The offensive team shall be permitted to bring the ball to mid-court without any defender attacking the ball.
2. The offensive team has five (5) seconds to move the ball from mid-court to penetrate the key area. At that time the defending team shall be able to press the ball. The referee shall let the defending team know of the end of five seconds.
3. When the defensive team gets a rebound the offensive team is allowed to try for a steal until clear possession has been established. This is interpreted by the referee.
4. In the last 2 minutes of the game the offensive team only has 10 seconds to bring the ball across mid-court regardless of time-outs. Failure to adhere to this rule will result in a backcourt violation.

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BOYS 7-8 DIVISIONS

5. BALL SIZE

A 26" ball is to be used.

6. FIGHTING, CONDUCT, AND PARTICIPATION

See general rules.

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BOYS PEE WEE 9-10 DIVISION

1. BOYS PEE WEE 9-10 DIVISION RULES

Minimum number of players registered is 8.

No player can be 11 years old prior to December 1st.

2. LENGTH OF GAME

Two halves - 17 minutes per half. Running clock until last minute of each half.

3. OVERTIME

If a tie exists at the end of regulation play there will be a one (1) three minute overtime period during the regular season. If the game remains tied at the end of the overtime period the game shall be called a tie. During playoff games there will be overtime periods of three minutes each, played in their entirety until there is a winner.

4. GAME RULES

- Five (5) **TOTAL** time-outs per team per game, Two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time-out is allowed for overtime.
- A continuous running clock will be used until the final two (2) minutes of the half. The continuous clock is to be stopped only in the case of foul shots, time-outs and injuries.
- A press is allowed under the following conditions:
 - I. The offensive team shall be permitted to bring the ball to mid-court without any defender attacking the ball. A press is allowed only when the ball penetrates the half court line. While the ball is being brought up the court by the offensive team the defenders must remain no closer than quarter court (a line across the court that touches the defensive top of the key).
 - II. When the defensive team gets a rebound, the offensive team is allowed to try for a steal until clear possession has been established. This is interpreted by the referee.
 - III. During the last one (1) minute of play in the second half a full court press will be permitted.
- Six team fouls are allowed per half. On the 7th and those following, it will be a “one on one”. On the 10th and those following it will be (2) shots.
- A team must start with 5 players. If one of the players fouls out, is ejected or injured, the game can continue. However, no team can play with less than 4 on the court. If this occurs then a forfeit will be given to the team with (3) players.

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BOYS PEE WEE 9-10 DIVISION

5. BALL SIZE

A regulation NCAA ball is to be used.

6. FIGHTING, CONDUCT, AND PARTICIPATION

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BOYS MIDGET 11-12 DIVISION

1. BOYS MIDGET 11-12 DIVISION RULES

Minimum number of players registered is 8. No player can be 13 years old prior to December 1st.

2. LENGTH OF GAME

Two halves - 18minutes per half.

3. OVERTIME

If a tie exists at the end of regulation play there will be a one (1) three minute overtime period during the regular season. If the game remains tied at the end of the overtime period the game shall be called a tie. During playoff games there will be overtime periods of three minutes each, played in their entirety until there is a winner.

4. GAME RULES

- Five (5) **TOTAL** time outs per team per game, Two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time-out is allowed for overtime.
- A continuous running clock will be used. The continuous clock only stops for injuries, timeouts and in the last 2 minutes on every whistle.
- A half court press is allowed at all times. The defensive team must allow the ball and the ball handler's two feet to cross mid-court. (The ball handler must be allowed to be in the frontcourt before any press is permitted. Meaning the ball and both of the player's feet must be across mid court. Teams are prohibited from setting up the defense at, or straddling the mid court line, prior to player entry.) A full court press is allowed only during the last 2 minutes of each half. The referee is to make this announcement.
- Six team fouls are allowed per half. On the 7th and those following, it will be a "one on one". On the 10th and those following it will be (2) shots.
- A team must start with 5 players. If one of the players fouls out, is ejected or injured, the game can continue. However, no team can play with less than 4 on the court. If this occurs then a forfeit will be given to he team with (3) players.

5. BALL SIZE

A regulation NCAA ball is to be used.

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BOYS MIDGET 11-12 DIVISION

6. FIFTEEN POINT RULE

Once a team is leading by more than 15 points, they cannot full court press. If the lead is reduced to 15 points, or less, the team may resume the press, if so desired. This also applies to inbounds plays. The players may continue to scrap for loose balls and rebounds. Failure to call off the press when leading by 16 points or more will first result in a warning from the referee. Continued violation of this rule will result in a technical foul assessed against the coach. The second offense will result in a second technical foul. The second technical foul will immediately result in the banishment of the coach from the gym and a one game suspension. This suspension will be effective for the next scheduled game. ANY further ejections for violating this rule will result in a one-year suspension for the coach.

7. TWENTY POINT RULE

If a team is leading by 20 or more points within the final 2 minutes of the game, the game will be called. The purpose of this rule is to avoid unnecessary fouls or unsportsmanlike behavior that sometimes occurs when the game is already decided. This rule only applies during the regular season. The 3-minute participation rule still applies in this situation.

8. CAPTAINS

Each team will designate one player as a captain prior to the start of each game.

9. FIGHTING, CONDUCT, AND PARTICIPATION

See general rules.

NEPL BASKETBALL RULES
2007-2008

BOYS JUNIOR 13-14 DIVISION

1. BOYS JUNIOR 13-14 DIVISION RULES

Minimum number of players registered is 8. No player can be 15 years old prior to December 1st.

No high school varsity players. No junior varsity players, if a freshman team exists for that particular school. Any violation, all games this player participated in will be forfeited.

2. LENGTH OF GAME

Two halves - 20 minutes per half.

3. OVERTIME

If a tie exists at the end of regulation play there will be a one (1) three minute overtime period during the regular season. If the game remains tied at the end of the overtime period the game shall be called a tie. During playoff games there will be overtime periods of three minutes each, played in their entirety until there is a winner.

4. GAME RULES

- Five (5) **TOTAL** time-outs per team per game, Two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time-out is allowed for overtime.
- A continuous running clock will be used. The continuous clock only stops for injuries, timeouts and in the last 2 minutes on every whistle
- A full court press is allowed at all times.
- Six team fouls are allowed per half. On the 7th and those following, it will be a “one on one”. On the 10th and those following it will be (2) shots.
- A team must start with 5 players. If one of the players fouls out, is ejected or injured, the game can continue. However, no team can play with less than 4 on the court. If this occurs then a forfeit will be given to the team with (3) players.

5. BALL SIZE

A regulation NCAA ball is to be used.

NEPL BASKETBALL RULES
2007-2008

BOYS JUNIOR 13-14 DIVISION

6. FIFTEEN POINT RULE

Once a team is leading by more than 15 points, they cannot full court press. If the lead is reduced to 15 points, or less, the team may resume the press, if so desired. This also applies to inbounds plays. The players may continue to scrap for loose balls and rebounds. Failure to call off the press when leading by 16 points or more will first result in a warning from the referee. Continued violation of this rule will result in a technical foul assessed against the coach. The second offense will result in a second technical foul. The second technical foul will immediately result in the banishment of the coach from the gym and a one game suspension. This suspension will be effective for the next scheduled game. ANY further ejections for violating this rule will result in a one-year suspension for the coach.

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8. CAPTAINS

Each team will designate one player as a captain prior to the start of each game.

9. FIGHTING, CONDUCT, AND PARTICIPATION

See general rules.

NEPL BASKETBALL RULES
2007-2008

BOYS INTERMEDIATE 15-16 DIVISION

1. BOYS INTERMEDIATE 15-16 DIVISION RULES

Minimum number of players registered is 8. No player can be 17 years old prior to December 1st.

No high school varsity players. Any violation, all games this player participated in will be forfeited.

2. LENGTH OF GAME

Two halves, 20 minutes per half.

3. OVERTIME

If a tie exists at the end of regulation play there will be a one (1) three minute overtime period during the regular season. If the game remains tied at the end of the overtime period the game shall be called a tie. During playoff games there will be overtime periods of three minutes each, played in their entirety until there is a winner.

4. GAME RULES

- Five (5) **TOTAL** time-outs per team per game, Two (2) time outs in the first half and three (3) time outs in the second half. No carry over of time outs from 1st to 2nd half. One additional time-out is allowed for overtime.
- A continuous running clock will be used. The continuous clock only stops for injuries, timeouts and in the last 2 minutes on every whistle
- A full court press is allowed at all times.
- Six team fouls are allowed per half. On the 7th and those following, it will be a “one on one”. On the 10th and those following it will be (2) shots.
- A team must start with 5 players. If one of the players fouls out, is ejected or injured, the game can continue. However, no team can play with less than 4 on the court. If this occurs then a forfeit will be given to the team with (3) players.

5. BALL SIZE

A regulation NCAA ball is to be used.

NEPL BASKETBALL RULES
2007-2008

BOYS INTERMEDIATE 15-16 DIVISION

6. FIFTEEN POINT RULE

Once a team is leading by more than 15 points, they cannot full court press. If the lead is reduced to 15 points, or less, the team may resume the press, if so desired. This also applies to inbounds plays. The players may continue to scrap for loose balls and rebounds. Failure to call off the press when leading by 16 points or more will first result in a warning from the referee. Continued violation of this rule will result in a technical foul assessed against the coach. The second offense will result in a second technical foul. The second technical foul will immediately result in the banishment of the coach from the gym and a one game suspension. This suspension will be effective for the next scheduled game. ANY further ejections for violating this rule will result in a one-year suspension for the coach.

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See general rules.