

“RBL” Rim Basketball League Rules and Regulations

TEAM ELIGIBILITY

1. Member teams must have timely submitted the required RBL Registrations
2. Member teams must have timely submitted the required payment.
3. Member teams must have timely provided proof of insurance unless players from that team have registered to their team through the Rim Sports Complex Online Registration
4. Member teams must have timely submitted an eligible Official Team Roster.
5. Team rosters must consist of at least 9 and no more than 15 eligible players.
 - Eligibility is described under PLAYER ELIGIBILITY.

 - Recognized programs may petition to the Rim for an exception to allow 8 or 9 players on their roster, provided that program is in good standing.
6. Teams that knowingly select an ineligible player for inclusion on their roster are subject to immediate disqualification for the remainder of the season.
7. Teams that have been disqualified for any reason will only be accepted for re-entry in a future season upon submitting a team entry to the Rim with a petition for acceptance.
8. Teams sanctioned solely through AAU or other similar body and not organized through a locally based recreation department, athletic association, YMCA, or Boys and Girls Club, are not permitted. Independent teams, defined as those not officially representing one of the groups as defined above, may be accepted by the Board on a case by case basis, provided all other membership criteria has been met. These teams shall be restricted solely to the geographic boundaries of their organizing town for the purpose of selecting players for their team.
9. Independent programs may petition the Rim for recognition as an official town representative or other representative organization provided that they meet the following criteria
 - 1) They are organizing multiple teams for RBL and are under the direction of a single Program Director;
 - 2) They have held open tryouts for each age group and can define how multiple teams in the same age group were differentiated.

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1. Players must reside within the town represented by the Member's team. Exceptions must be disclosed and selection circumstances described to the Rim at the time the Official Team Roster is submitted.
 - Failure to properly disclose any exceptions and describe the circumstances leading to selection of an otherwise ineligible player will disqualify that player from future competition and result in a forfeit of all games played for the offending team.

2. Players shall compete in their grade specific division or any division older than their respective grade division. Regardless of actual birth date, players may not compete in a lower grade division.
 - Grade division is determined as of September 30 of the current season.
3. Players that receive two technical fouls during the course of a scheduled game for infractions that are other than administrative infractions shall be ejected for the remainder of that game and are further ineligible for the next scheduled game.
4. Players that are ejected from any two scheduled games during the course of the regular and post-season are ineligible for the remainder of the entire regular and post-season.
5. Submission of false information by a player to a team that leads to the wrongful qualification of such player as eligible for participation with that team shall result in the player's immediate disqualification for the remainder of the season and all future seasons.
6. Players must have participated in at least 2 games in the regular season schedule to be eligible for post-season participation with a team.

POST SEASON COMPETITION

1. Post season competition will be provided for each team that is currently entered, paid, and in good standing. Teams that may become disqualified during the course of the regular or postseason are not entitled to a refund of their entry fee.
2. All divisions will be single elimination brackets and will be decided by the Rim based on team seeds
3. Playoff rosters may only contain players who have participated in at least 2 games of the team's regular season games. The Rim will address this rule prior to the playoffs on an individual basis. In case of injury, the coach should notify the Rim.
4. Seeding will be determined based first on the winning percentage of all teams in the division and including all games played
5. Two teams having an equivalent winning percentage will be seeded based on the results of head-to-head games. If the two teams played twice and split their regular season games, their winning point spread amongst only common opponents will become the tie breaker.
6. If three or more teams have equivalent winning percentages, the first tie-breaker includes the winning percentage of the tied-teams amongst only each other. If any teams remain tied, the second tie-breaker will include the winning percentages of each of the remaining tied-teams amongst only their common opponents.

GENERAL RULES OF “PLAY”

Grade 3/4 Rules and Regulations

1. New Hampshire High School Federation rules apply in all instances except as noted below.
2. Coaches will meet with referees before the start of every game to review any specific rules for that age group/division.
 - Coaches will have this rule sheet available at games for referees to reference. Coaches should encourage the referees to call tight games (little to no leeway for age).
 - Ball size - 27.5
3. Games will consist of four 8-minute quarters using stop time for the entire game. Period breaks will be one minute with a 3-minute halftime.
4. **All players must be given equal playing time.** Each town can govern this topic through their rules and regulations
5. Each team will be allowed 2 time outs per half to be used at any time during the game. One additional full time-out will be granted for each overtime period.
6. There will be a jump ball at the start of the game followed by alternating possessions.
7. Full court press is NOT allowed at ANY time during any game (boys or girls) within the 3/4 grade level.
8. In the event of a tie at the end of regulation, teams will play one 3-minute overtime period beginning with a jump ball. Each team will also be awarded an additional time-out for the overtime period.
9. Foul shots will be taken from behind the regulation foul line. However, players are allowed to cross the line in the course of taking the shot as momentum may carry their body over the line.
(The player that goes over the line may not advance after the shot to obtain the rebound). The grade 3 division can shoot from a point marked 18 inches in front of the free throw line. No advance.
10. The one-and-one bonus foul shot will take effect on the 7th team foul of each half. The double bonus two shot foul is awarded for the 10th team foul of each half.
11. All technical fouls will be two shots.
12. The regulation 10-foot basket height will be maintained and a 27.5” diameter basketball is the official size ball.
13. All games must start promptly at the scheduled time. A 10-minute grace period will be allowed for a team to arrive before a forfeit is declared.
14. All players are required to wear a numbered jersey or t-shirt, shorts and basketball shoes. Numbers on both sides of the jersey are strongly recommended. Follow NHIAA guidelines for numbering.

15. Home team will be responsible for providing a scorekeeper, a clock-keeper, and two qualified referees.
16. Coaches are responsible for the **conduct** of their players and fans.
17. Teams should make every effort to not run up the score. Both head coaches are responsible for the final score.
18. Any player, coach, or manager ejected from a game by a referee will automatically be suspended from participating in his team's next game.
19. Any player, coach, or manager ejected from a game by a referee for the second time in the same season will automatically be suspended for the remainder of the season including playoffs.
20. All ejections and unsportsmanlike or derogatory acts must be reported to the division coordinator as soon as practical thereafter the incident.
21. Each team will be responsible for providing a participant to do the book and 1 to do the clock/score board
22. No zone defense. All teams must play man to man coverage.

GENERAL RULES OF “PLAY”

Grades 5/6 & 7/8

1. New Hampshire High School Federation rules apply in all instances except as noted below.
2. Coaches will meet with referees before the start of every game to review any specific rules for that age group/division. Coaches will have this rule sheet available at games for referees to reference. Coaches should encourage the referees to call tight games (little to no leeway for age).
3. Games will consist of four 8-minute quarters using stop time for the entire game. Period breaks will be one minute with a 3-minute halftime.
4. **All players must be given equal playing time.** Each town can govern this topic through their rules and regulations
5. Each team will be allowed 2 time outs per half to be used at any time during the game. One additional full time-out will be granted for each overtime period.
6. There will be a jump ball at the start of the game followed by alternating possessions.
7. In the event of a tie, teams will play one 3-minute overtime period beginning with a jump ball. Each team will also be awarded an additional time-out for the overtime period.

8. The one-and-one bonus foul shot will take effect on the 7th team foul of each half. The double bonus two shot foul is awarded for the 10th team foul of each half.
9. All technical fouls will be two shots.
10. The 3-point shot is in effect with all divisions
11. A regulation men's full size basketball (29.5") is the official size basketball for 7th/8th BOYS games.
12. A regulation size basketball (28.5") is the official size basketball for GIRLS and 5th/6th BOYS games.
13. All games must start promptly at the scheduled time. A 10-minute grace period will be allowed for a team to arrive before a forfeit is declared.
14. All players are required to wear a numbered jersey or t-shirt, shorts and basketball shoes. Numbers on both sides of the jersey are strongly recommended. Follow NHIAA guidelines for numbering.
15. Each team will be responsible for providing a participant to do the book and 1 to do the clock/score board
16. Coaches are responsible for the conduct of their players and fans.
17. Teams should make every effort to not run up the score. Both head coaches are responsible for the final score.
18. Any player, coach, or manager ejected from a game by a referee will automatically be suspended from participating in his team's next game.
19. Any player, coach, or manager ejected from a game by a referee for the second time in the same season will automatically be suspended for the remainder of the season including playoffs.
20. All ejections and unsportsmanlike or derogatory acts must be reported in to the division coordinator as soon as practical thereafter the incident.
21. No zone defense. All teams must play man to man coverage.

Pressing

- 7/8 Grade Division – Pressing Allowed in last 2 minutes of each half
- 5/6 Grade Division – Pressing Allowed in last 2 minutes of each half
- 3/4 Division – NO PRESSING ALLOWED

Technical Foul Rule

Coaches – 3 Technicals – 1 Game Suspension / 4 Technicals – 2 Game Suspension / 5 Technicals –

Suspended for the remainder of season and Playoffs

Players – 2 Technicals – 1 Game Suspension / 3 Technicals – 2 Game Suspension / 4 Technicals – Suspended for the remainder of season and playoffs

All technical fouls must be reported to the division coordinator along with the score after every game. Failure to report technical fouls by player or coach will result in immediate suspension for head coach and player of said team until issue is resolved by the RBL

Coaches Code of Ethics

- I will place the emotional and physical well being of all players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development of youth in the same age group.
- I will do my best to provide a safe playing situation for all players.
- I will promise to review and practice basic first aid needed to treat injuries of players.
- I will do my best to organize practices that are fun and challenging for my players.
- I will provide a sports environment for my team that is free of the use of profanity, drugs, tobacco, alcohol and I will refrain from their use at all sports events.
- I will be knowledgeable in the rules of basketball and I will teach these rules to my players.
- I will use coaching techniques appropriate for all skills and ages.
- I will remember that I am a youth sports coach, and that the game is for children and not for adults.
- I will utilize a variety of game strategies, plays, and defenses which allow for highest level of skill development for both my team and the opposing team.

Parents Code of Ethics

- I hereby pledge to provide positive support, care and encouragement for my child participating in youth sports.
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice or other youth sports event.
- I will place the emotional and well-being of my child ahead of my desire to win.
- I will work to help ensure that my child play in a safe and healthy environment.
- I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all. **Any parent or fan ejected from an RBL game will be suspended from attending any future RBL games until the issue is addressed by the RBL board.**

Players Code of Ethics

- I will respect my coaches, officials, teammates and opponents.
- I will not abuse or damage equipment, fields or facilities.
- I will refrain from obscene, abusive, racist, sexist language or gestures.
- I will demonstrate good sportsmanship to all players, coaches, officials and fans.
- I will at all times try my best and encourage and support my teammates.